Who's Who™

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THE DEFINITIVE DIRECTORY
OF THE DC UNIVERSE
VOLUME XV

MATRIX-PRIME	1
MATTER-EATER LAD	2
MATTER MASTER	3
MAXIE ZEUS	4
'MAZING MAN	5
MENTO	6
MERA	7
MERCENARIES	8
MERLYN THE ARCHER	9
MERRY, GIRL OF 1000 GIMMICKS	10
METALLO	11
METAL MEN	12–13
METAMORPHO	14
METRON	15
MIDNIGHT	16
MINDBOGGLER	17
MIRAGE	18
MIRROR MASTER	19
MISS LIBERTY	20
MIST	21
MISTER AMERICA	22
MISTER ATOM	23
MISTER E	24
MISTER ELEMENT	25
MISTER FREEZE	26
MISTER MIND	27
MR. MIND'S MONSTER SOCIETY	28–29
MISTER MIRACLE	30
MR. MXYZTPLK/MR. MXYZPTLK	31
MISTER TAWKY-TAWNY	32

ROUGHER

Dear Gentlemen,

I have really enjoyed your series on WHO'S WHO, but I seem to have come across a mistake in issue #10. This mistake deals with the Harlequin: you only listed one.

I remember reference to another Harlequin, who was a member of the original Teen Titans. This Harlequin was a female version of the Joker and claimed to be the daughter of the Joker. This really has me confused.

James F. Steed
No Address Given

No need to feel confused, many readers joined you in the confusion surrounding the woman called Duela Dent. She pretended to be the Joker's Daughter and later claimed to be Two-Face's daughter, Duela. In TALES OF THE TEEN TITANS #50, Duela shows up at Donna Troy's wedding and Dick Grayson accusing her of lying. She admitted to the deception and points to her recent addition of 50 pounds, keeping her out of crime fighting. Since she was never a major character, nor did she ever have her own series or origin, it was decided to omit her reference since she will not be seen again.

. . . . . .

Dear DC,

I've read you WHO'S WHO and it is both informative and enjoyable. But something didn't click when I read about Jennifer Morgan, Warlord's daughter. Wasn't there a Warlord called John Carter who was an ex-Confederate Soldier who was transported to Mars?

Terry Dunn
No Address Given

The Warlord you're referring to is the famous creation of Edgar Rice Burroughs, best known for creating Tarzan. DC temporarily owned the comic rights to the Burroughs' characters and John Carter appeared in a series called WEIRD WORLDS.

. . . . . .

WHO'S WHO'S HOWS AND WHYS

Dear DC,

You're doing a fine job on WHO'S WHO. I love the logos and the illustrations but I have a few questions concerning it.

1) How do you determine the height and weight of each character?

2) Could you please note if there are two or more of the same character as in the case of Aquaman and Batwoman. Were there not two Jokers?

Angelo Labausas
West Covina, CA

1) We usually consult the artists involved with the characters when it comes to the height and weight of each character. In some instances, we're told by the writer. LEGION scribe, Paul Levitz, provided us with a complete hair, eye, height and weight chart when we started the series, so we only had to ask once. In other cases, we discuss it among several staffers to get a general consensus.

2) When appropriate, we do try and mention other versions of characters if they do not merit individual entries. See the Metallo entry this issue for an example of that.

. . . . . .

Dear Bob:

Not too long ago, during our *Star Trek* lunch, I mentioned that the Jonah Hex/Hex entries in *Who's Who* contained a number of errors.

Realizing full well, as I do, what a huge job must have been involved in the compiling of *Who's Who*, I hope you won't mind if, for the sake of future accuracy, I list the Hex errors for you.

1. Bank robber George Barrow did indeed kill Jonah Hex in 1904. But the man who killed George Barrow was *not*, as you state, "Lew Wheeler, owner of a Wild West Revue," but rather Hank Crawford, a Wyoming Chief of Police.

2. The Wild West show operator who ultimately acquired Jonah's corpse was named Lew Farnham, *not* Lew Wheeler, as stated in *Who's Who*. Princeton historian Michael Wheeler was Jonah Hex's friend in the last days of his life, and his biographer.

3. The events depicted in *HEX* occur *after* the events delineated in *Crisis on Infinite Earths*. There is no question as to whether they occur before or after Crisis. They are real events, occurring *after* Crisis, and I do not believe there has ever been any confusion about this.

Please be assured that I have only words of praise for *Who's Who* and that I think the entry on Jonah Hex is excellent. I point out the above discrepencies only in the spirit of keeping the "historical" record straight.

Michael L. Fleisher

WHO'S WHO:

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Editor

LEN WEIN
Contributing Editor

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Contributing Writer/Consulting Editor

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BARBARA RANDALL
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LEN WEIN
TATJANA WOOD
TOM ZIUKO
Colorists

GEORGE PEREZ
Cover

WHO'S WHO:

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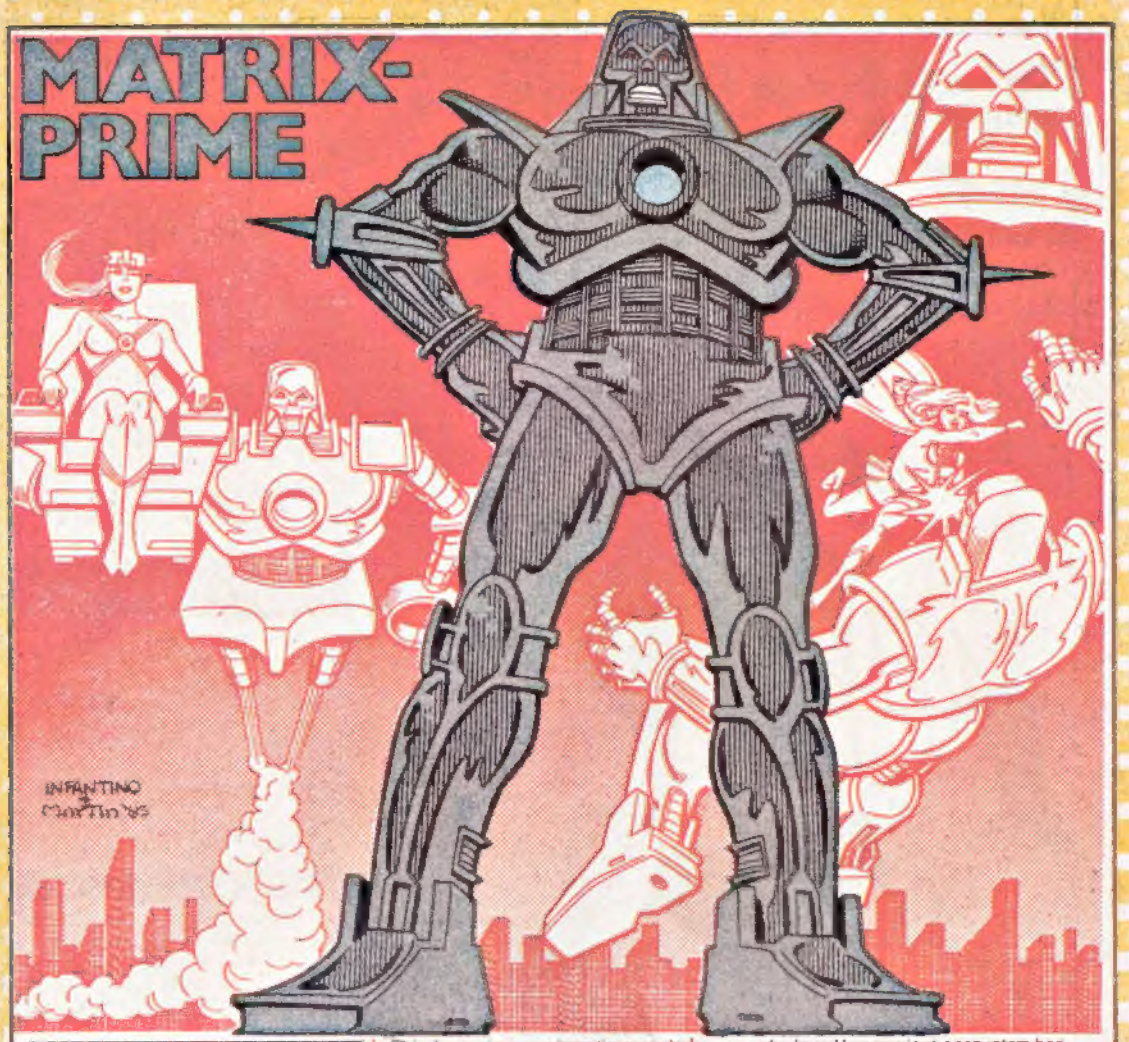
MATRIX-PRIME



PERSONAL DATA

Alter Ego: Originally none; later Brains
Occupation: Mobile Robot Factory
Marital Status: Inapplicable
Known Relatives: Inapplicable
Group Affiliation: The Council
Base of Operations: Chicago
First Appearance: DARING NEW ADVENTURES OF SUPERGIRL #6
Height: With legs, 10'6" *Weight:* 4,750 lbs.
Eyes: Photocellular *Hair:* None

HISTORY

Matrix-Prime was created by scientists working for The Council (see *The Council*) in its original headquarters at the bottom of Lake Michigan. Made of ultra-tough metal and fitted with vocal equipment, the huge robot was originally made for flying only, having rocket tubes instead of legs. It was first sent to steal for The Council, keeping off antagonists by creating smaller robots of various types to do battle, then return within it to be recycled for the next robot productions.

Supergirl (see *Supergirl*) was astonished when her first blow failed to destroy Matrix-Prime. She was even more amazed when the metal goliath sent deadly robots to battle and delay her while it made its escape. This, however, was where the monster's creators miscalculated, as the Maid of Steel was able to finish off the last robot rockets in time to trail Matrix-Prime to the underwater headquarters of The Council.

It was there that Brains, leader of The Gang (see *The Gang*), used a device to take over mental control of Matrix-Prime for a battle with Supergirl. When the Maid of Might defeated the robot, Brains lapsed into a coma and Supergirl arrested her. The leaders of The Council escaped, however.

What Supergirl did not know was that in beating Matrix-Prime, she had caused a feedback that fused the consciousnesses of the robot and the woman, so that Brains was able to summon the rebuilt Matrix-Prime to break her out of jail. This time Supergirl was suffering from a strange form of radiation sickness, and she was captured and turned over to Professor Drake, a Council scientist, for an experiment that went wrong. When Supergirl found him, Drake had been killed by a blow that crushed his skull—presumably the work of Matrix-Prime.

Once more Matrix-Prime faced Supergirl. This time, it captured Dr. Barry Metzner and took him to a man named Burroughs about whom Metzner was writing a potentially damaging book. When the Maid of Steel came to the rescue this time, she found her previous encounters had given her all the practice she needed to defeat the robot—even though it had been improved and now sported a pair of powerful legs. Now the robot body was damaged beyond repair—though what became of Brains herself is not known.

POWERS & WEAPONS

Matrix-Prime was created as a huge robot of tremendous strength, with the ability to fly at great speed. It was also a robot factory, able to create, in moments, whatever types of miniature robots it needed within its body and send them out to do any work it deemed necessary.

Its mind, however, was limited, and so it was unable to function at maximum capability until Brains gained mental control of it.

Among the small robots Matrix-Prime produced were armored humanoids wielding ray guns, worker-drones to do various jobs, small rockets fitted with sensors to feel out a foe's weaknesses and attack them, powerful explosive rockets, and drones able to turn Supergirl's heat vision back on her. ■

Art by Carmine Infantino & Gary Martin

Matter-Eater Lad

PERSONAL DATA

Alter Ego: Tenzil Kem
Occupation: Politician
Marital Status: Single
Known Relatives: Rali Kem (father), Nitz Kem (mother), Renkil Kem (brother)
Group Affiliation: Legion of Super-Heroes
Base of Operations: Bismoll, 30th Century
First Appearance: ADVENTURE COMICS #303
Height: 5'10" *Weight:* 150 lbs.
Eyes: Blue *Hair:* Black

HISTORY

Tenzil Kem was born on the planet Bismoll in the latter half of the 30th Century, with the native Bismollian power to eat virtually any form of matter. Upon hearing of the formation of the Legion of Super-Heroes (see *LSH*), he emigrated from Bismoll to Earth and applied for membership. Taking the name Matter-Eater Lad, he served a long and fairly uneventful career as a Legionnaire before being drafted into politics on Bismoll. Returning home as a member of the planetary senate, he resigned his Legion membership.

Tenzil returned to Earth to save the Legion from deadly peril by devouring the so-called Miracle Machine, a gift of the Controllers (see *Controllers*), which was being used to destroy Earth and the Legion. Unfortunately, the alien elements in the machine were harmful to even his digestive tract, and Tenzil was driven mad in the process.

His madness was recently cured by Brainiac Five (see *Brainiac Five*), and Tenzil returned to Bismoll and his senate seat. Despite his bout with madness, he is considered a leading candidate to be drafted for the presidency of his planet.

POWERS & WEAPONS

Tenzil has the ability to eat virtually any form of matter, a native Bismollian talent that evolved when microbes poisoned all organic matter on the planet. As a Legionnaire, he has completed personal combat training with distinction and wears the LSH flight ring, which allows him to fly at will.

Art by Keith Giffen & Bob Smith

MATTER MASTER

PERSONAL DATA

Alter Ego: Mark Mandrill
Occupation: Professional Criminal
Marital Status: Unknown
Known Relatives: None
Group Affiliation: Secret Society of Super-Villains
Base of Operations: Midway City
First Appearance: THE BRAVE AND THE BOLD #35
Height: 5'10" *Weight:* 156 lbs.
Eyes: Blue *Hair:* Red

HISTORY

Mark Mandrill was a would-be alchemist trying to change lead into gold, when a vial of unknown chemicals exploded in front of him. Terrified, Mandrill screamed, "Stay away from me!" and to his surprise, the chemicals did just that. In fact, the chemicals obeyed all his mental commands.

Mandrill fashioned a "magic wand" from the new compound (which he called "Mentachem") and began experimenting. He found that he could exert complete control over any pure and natural object.

Calling himself the Matter Master, Mandrill quickly proceeded to commit a bizarre series of robberies, until he was apprehended by Hawkman and Hawkgirl (see *Hawkman II* and *Hawkwoman*). Fortunately for Mandrill, the Hawks did not discover the secret of his wand, and he escaped.

Later, however, during a battle with the Justice League of America (see JLA), Mandrill was forcibly separated from his wand, and left powerless.

While in prison, Mandrill managed to duplicate an imperfect version of the Mentachem formula. Crafting a smaller wand, he was able to summon the original from the JLA trophy room. He escaped from prison, but Hawkman and Hawkgirl quickly recaptured him.

Months later, Matter Master was recruited by arch-criminal Lex Luthor, when the latter briefly took command of the Secret Society of Super-Villains (see *Luthor II, Secret Society*). This time, Mandrill was defeated by Hawkwoman and Captain Comet (see *Captain Comet*).

Though Mandrill has never been very successful as a criminal, he is a hard man to keep in jail, and his current whereabouts are unknown.

POWERS & WEAPONS

Matter Master's "Mentachem Wand" gives him mental domination over any material in its natural state, including such diverse items as trees, diamonds, and solid aluminum rotary blades. This "domination" allows him to transport these pure materials, shrink or expand them, and even endow them with a semblance of temporary life. The wand is also able to absorb and release pure forms of energy such as heat, electricity, and white dwarf radiation.

Matter Master himself usually travels by riding on a large chunk of earth that his wand propels through the air.

In addition, Matter Master is capable of performing many of these amazing feats at once, even over great distances.

Because "Mentachem" defies hundreds of scientific principles and because it only works for the Matter Master, Lex Luthor hypothesized that Mandrill had in fact stumbled onto some form of powerful magic. But no definitive explanation of Matter Master's powers exists.

Mandrill is an extremely poor hand-to-hand combatant, and he is completely powerless without his wand. ■

Art by Murphy Anderson

MAXIE ZEUS

PERSONAL DATA

Alter Ego: None
Occupation: Gangleader
Marital Status: Uncertain; either divorced or widowed
Known Relatives: Wife (name unknown), Medea (young daughter)
Group Affiliation: Leader, The New Olympians
Base of Operations: Gotham City
First Appearance: DETECTIVE COMICS #483
Height: 5'6" *Weight:* 135 lbs
Eyes: Brown *Hair:* Brown

HISTORY

Despite his unprepossessing physical nature, Maxie Zeus is one of the most respected gangleaders in Gotham City, combining a brilliant organizational mind with the unique monomania that he is actually the incarnation of the Greek god Zeus. This fixation causes him to plan all his crimes around mythological motifs, as well as maintain an affected speech pattern, which he drops only when in the presence of his daughter, Medea.

Once a professor of Greek before he took up crime, the origin of Zeus' monomania is unknown, as is the name of his wife and the cause of their separation.

Zeus concerned himself only with organized crime until the 1984 Olympics, when he assembled a group of super-villains modeled after mythological gods, calling them The New Olympians (see entry for same), in an attempt to coerce a Greek athlete to adopt Medea. He currently resides in the minimum security wing of Arkham Asylum.

POWERS & WEAPONS

As noted, Zeus has no super-powers or even highly developed physical abilities; he owes his reputation solely to his brilliant planning and organizational talents. ■

Art by Trevor Von Eeden & Dick Giordano

PERSONAL DATA

Full Name: Sigfried Horatio Hunch III
Occupation: Professional Hero
Marital Status: Single
Known Relatives: Sigfried Horatio Hunch II (father)
Group Affiliation: None
Base of Operations: South Richmond Park, Queens, New York
First Appearance: 'MAZING MAN #1
Height: 4'11" *Weight:* 98 lbs.
Eyes: Unknown *Hair:* Unknown

HISTORY

Sigfried Horatio Hunch III met his best friend Denton Fox in the Psychiatric Ward at Bellevue Hospital, though it has not yet been established in what capacity either of them was there. Hunch, in a reversal of the classic situation, followed the dog-faced Denton home and Denton kept him. Hunch took the third bedroom in an apartment shared by Denton and his divorced step-sister, K.P. (Katherine Patricia) Watson.

Not long after meeting Denton, Hunch was prowling through the trash and discovered a golden-colored helmet with the letter "M" on it. Taking this find as an omen, Hunch decided to become a super-hero and, because of the letter on the helmet, chose the name 'Mazing Man. Hunch apparently designed and made his own costume and, despite objections from Denton, began to patrol the neighborhood in which they live.

At first Maze (as he is called) frightened or amused his friends and neighbors, but he has become an accepted part of the scenery now. His heroic feats range from the sublime (saving a young child from being run down by a truck) to the ridiculous (cleaning the leaves from a sewer grating).

Maze has also become involved in the everyday adventures of a small circle of friends. In addition to his roommates, Denton and K.P., he has helped their downstairs neighbor, Guido Garibaldi, and the married couple, Eddie and Brenda Valentine, who are friends of Denton's from high school.

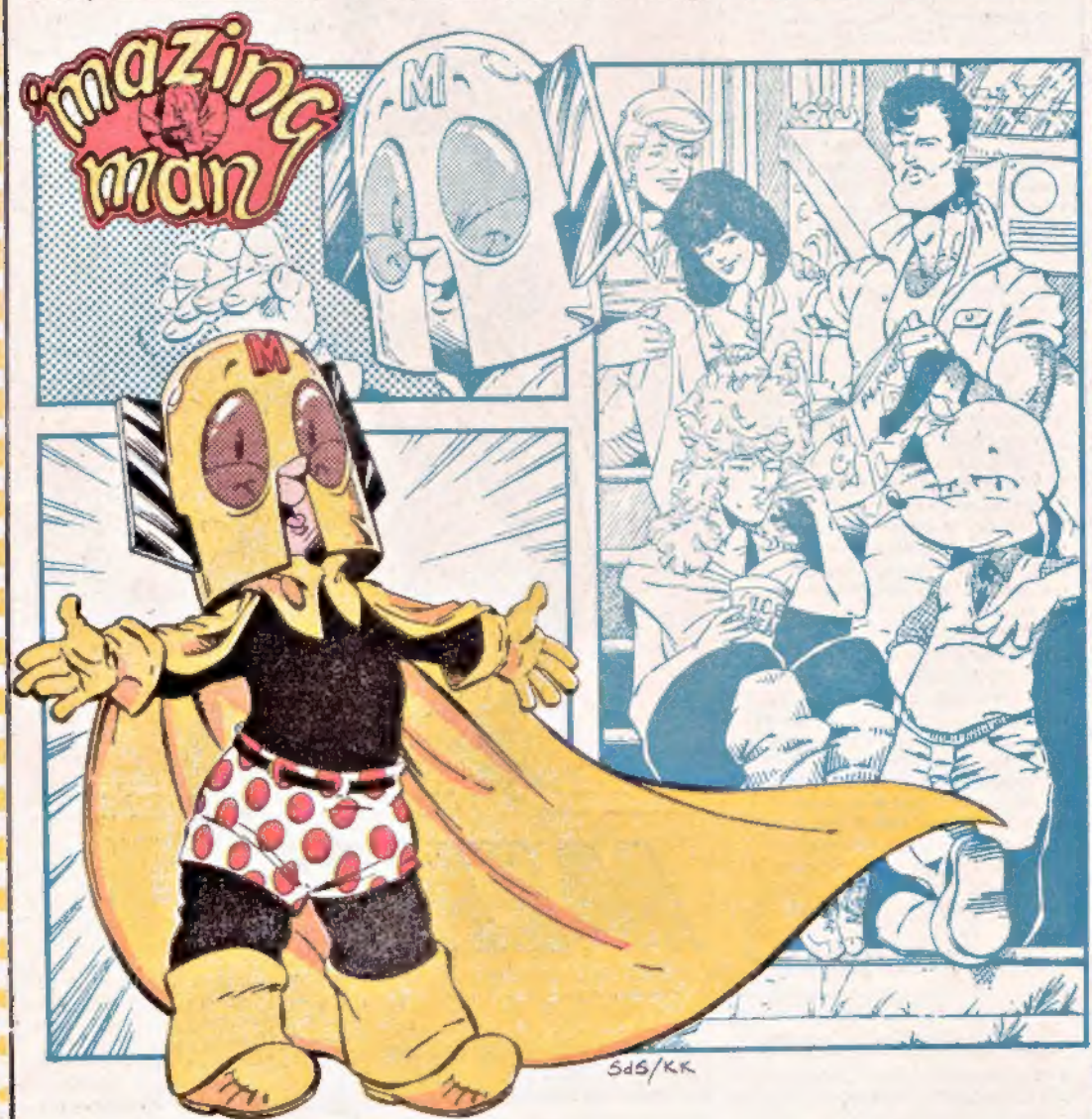
'Mazing Man does not have to work. He is supported by monthly checks he receives after winning the $1,000,000 prize in the Publisher's Reading House Sweepstakes. (After winning, he felt obligated to subscribe to every magazine they offered, much to the distress of his mailman.)

None of Hunch's background is known. He rarely leaves his own neighborhood, though he has accompanied Denton and company to such places as Shea Stadium. He never refers to anyplace but his current apartment as home.

POWERS & WEAPONS

'Mazing Man has no super-powers, nor does he carry any weapons. His unflagging good nature and cheerful smile are as likely to stop lawbreakers as his innate ability to end up getting stepped on as they trip over him.

Art by Stephen DeStefano & Karl Kesel



MENTO

PERSONAL DATA

Alter Ego: Steven Dayton
Occupation: Millionaire, President of Dayton Industries
Marital Status: Widowed
Known Relatives: Rita Farr (wife, deceased), Garfield Logan (stepson)
Group Affiliation: Doom Patrol (non-member)
Base of Operations: New York
First Appearance: DOOM PATROL #91
Height: 5'10" *Weight:* 178 lbs.
Eyes: Blue *Hair:* Brown

HISTORY

To impress Rita Farr (see *Elasti-Girl, Doom Patrol*), Steve Dayton directed his experiments and research in psychology and psionics toward the development of the Mento helmet, which harnesses and directs the latent psychokinetic powers of the human brain, giving the wearer various mental powers. Dayton began his campaign to convince Rita to marry him by playing super-hero, hoping that she would notice and approve. Calling himself Mento, he joined the Doom Patrol in their adventures but never became an official member. He finally succeeded in convincing Rita to marry him, but he couldn't convince her to give up the Doom Patrol and her identity as Elasti-Girl, a decision which led to her death along with the other members of the Doom Patrol at the hands of General Zahl and Madame Rouge of the Brotherhood of Evil (see *Madame Rouge, Brotherhood of Evil*).

Dayton turned bitter, and left on a quest to find and destroy his wife's murderers. After Dayton had been missing for some time, Garfield Logan, Steve and Rita's adopted son, called in Robotman, the only surviving Doom Patrol member (see *Robotman II*), to help search for Dayton. They discovered him in Zandia, where he was being held captive by General Zahl and Madame Rouge, along with the rest of the Brotherhood of Evil. Dayton was heavily drugged and forced to use his Mento helmet for them. Robotman, Changeling, and the rest of the Teen Titans (see *Changeling, Teen Titans*) rescued Dayton. Madame Rouge and General Zahl were killed in the process, fulfilling Dayton's vow.

Dayton returned to New York and the running of Dayton Industries, where the development of Promethium, a self-renewing energy source, was taking place. Samples of Promethium were stolen by the Terminator (see *Terminator*) but were recovered with the help of the Titans. Promethium was also used for the creation of special super-powered agents, an experiment which ended in tragedy when the Replicants chose death in an explosion over life in a world where they felt alien and inferior.

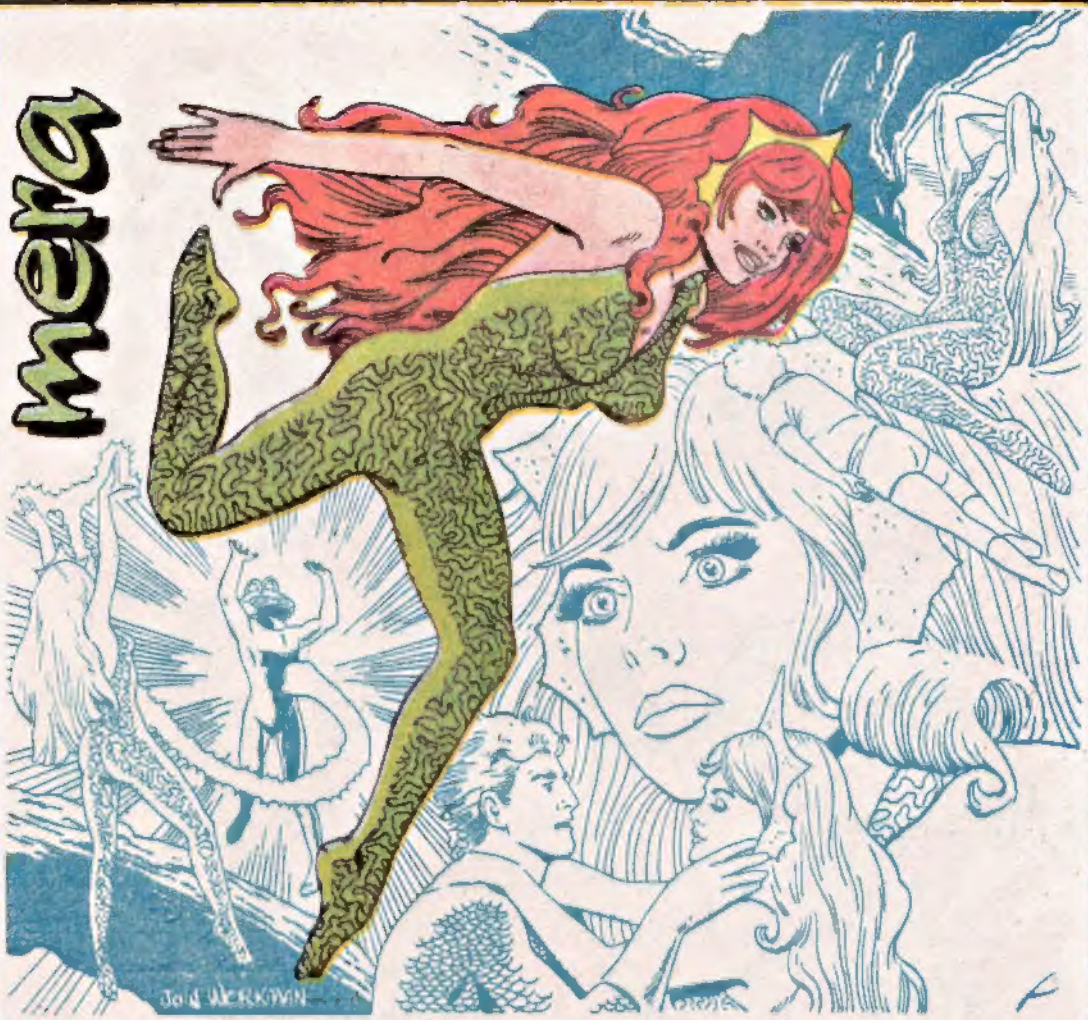
Recently, Dayton discovered he had terminal cancer, and began using his Mento helmet to try to bring the cancer under control, a treatment that has driven him insane. He has gone undercover as a criminal, and now believes himself to be haunted by the Doom Patrol, who blame him for their deaths. Mento is also conducting illegal experiments on human subjects, using Promethium to change them into new beings. He is currently being hunted by Changeling and Cyborg of the Teen Titans.

POWERS & WEAPONS

Mento's powers come from his helmet, which harnesses and augments his latent psychokinetic capabilities, focusing his brainwaves into rays which can be used to levitate objects, project illusions, or fire a mental blast that has either a mental or physical effect. The current version of Mento's helmet is much stronger than the original, and as Dayton's madness grows stronger, so do Mento's powers. ■

Art by George Pérez

mera



PERSONAL DATA

Alter Ego: None
Occupation: Former Queen of Atlantis and an otherdimensional kingdom
Marital Status: Married
Known Relatives: Unnamed father (deceased), Arthur Curry (alias Aquaman, husband), Arthur Curry, Jr. (son, deceased), Hila (twin sister)
Group Affiliation: None
Base of Operations: Formerly Poseidonis, Atlantis; now New Venice, Florida
First Appearance: AQUAMAN (first series) #11
Height: 5'9" *Weight:* 160 lbs.
Eyes: Blue *Hair:* Red

HISTORY

Mera is a native from an undersea civilization of an otherdimensional world. She became its queen upon the death of her father. When the usurper Leron conquered the kingdom, Mera fled through a dimensional warp created by the scientist Xebel into Earth's Atlantic Ocean. There she first met Aquaman and Aqualad (see *Aqualad, Aquaman*). Aquaman defeated Leron and his accomplices, and Mera regained her throne.

Mera was in love with Aquaman. She learned that the machine that opened dimensional warps leading to Earth could only create one more temporary warp before it burned out. Mera was told it might take years to repair the machine. Unwilling to be separated from Aquaman that long, Mera abandoned her throne and used the last warp to return to Earth. (As it turned out, Mera has been able to return to her native world since then.) Mera was pursued to Earth from her world by Oceanus, who temporarily destroyed her power to control water.

Aquaman had just become king of Atlantis (actually, of Poseidonis, one of the cities of Atlantis; see *Atlantis*). Atlantean law required that he marry an Atlantean woman. Oceanus conquered Poseidonis and captured Aquaman, but Mera was responsible for saving them both. Aquaman named Mera an honorary citizen of Atlantis for thwarting Oceanus and married her. Mera thus became Poseidonis's queen.

Mera soon regained her power to control water. She and Aquaman had a son, Arthur Curry, Jr. (Aquaman's real name is Arthur Curry), who inherited his mother's power.

Aquaman was eventually deposed by the Shark, who had adopted a human guise (see *Shark*). After he defeated the Shark, Aquaman was offered the throne again but declined. Mera, of course, was now no longer Poseidonis's queen.

Arthur Jr. died as a result of a battle between Aquaman and his foe Black Manta (see *Black Manta*). Aquaman and Mera have since moved to the city of New Venice, Florida.

Over the years, the pressures of being married to a part-time ruler and full-time super-hero have strained Mera. Periodically, the two have separated, only to have love bring them back together.

POWERS & WEAPONS

Mera can psionically cause water to nearly solidify and to form various shapes that she can mentally manipulate.

Mera can breathe underwater, but she can only survive for one hour without contact with water. She can swim at great speed, and her body is more dense than a normal human's, enabling her to withstand tremendous undersea pressures. Mera has superhuman strength and can withstand extreme temperature changes.

Art by John Workman

HISTORY

The Mercenaries are three soldiers of fortune—an American known only as Gordon; Philip "Prince" Edwards, a black Englishman; and Horst Brenner, a German—who travel the contemporary world, carrying out missions for pay.

Gordon served as a Green Beret in the Vietnam War, where he lost his right eye when a Viet Cong bomb exploded. Edwards grew up in a London slum. Brenner worked in an automobile factory in Munich, but he left because he wanted to "be somebody" rather than help build cars for other people.

The three men joined the French Foreign Legion on the same day, but they grew dissatisfied with their low pay and the high danger they faced as Legionnaires. The three men therefore deserted and became a team of mercenaries who would fight for pay across the world's battlefields. (Should the Mercenaries ever fall into the hands of the French Foreign Legion, they will be executed for desertion.)

The Mercenaries have proved to be highly successful at their work. The three men are masters of hand-to-hand fighting, of the use of firearms and other weaponry, and of combat strategy and technique. They also abide by a strict code of honor. Once they give their word to an employer, no amount of money will induce them to break it.

First Appearance: G.I. COMBAT #242

Art by Sam Glanzman

MERLYN

PERSONAL DATA

Alter Ego: Unrevealed
Occupation: Professional Criminal and Assassin
Marital Status: Unrevealed
Known Relatives: None
Group Affiliation: Former member of the League of Assassins
Base of Operations: Unrevealed
First Appearance: JUSTICE LEAGUE OF AMERICA #94
Height: 6'3" *Weight:* 185 lbs
Eyes: Blue *Hair:* Black

HISTORY

The man known as Merlyn, "the Magician," was said to be the world's greatest archer. As a young boy, Oliver Queen was greatly impressed watching Merlyn publicly display his skill. As an adult, Queen became the costumed archer Green Arrow (see *Green Arrow II*). Early in Green Arrow's career, Merlyn challenged him to a public archery competition. Green Arrow accepted and lost. Soon afterward, Merlyn dropped out of the public eye.

Years later, Merlyn, a member of the League of Assassins, was assigned by the Sensei to kill The Batman, who had helped thwart the Sensei's attack on the mystical land of Nanda Parbat (see *Batman II*, *League of Assassins, Sensei*). Merlyn trapped The Batman and shot an arrow that would have killed him. But Green Arrow fired another arrow, knocking Merlyn's aside, saving The Batman's life. Merlyn acknowledged that the Green Arrow had finally bested him. Merlyn escaped, but he did not return to the League of Assassins who would have killed him for failing in his mission.

Later, Merlyn was among the many criminals assembled by Zazzala, the Queen Bee, to defeat the Justice League of America (see *JLA, Queen Bee*). Merlyn and an ally captured the Green Arrow and Black Canary (see *Black Canary II*), who were both JLA members, through trickery. However, the Justice League defeated the Queen Bee and her allies. Merlyn presumably went to prison.

Merlyn's current whereabouts and activities are unknown.

POWERS & WEAPONS

Merlyn is said to be the world's greatest archer. Possibly only the Green Arrow is his superior.

Merlyn uses a large variety of special arrow weapons, some of which were designed by himself and others by the weapons masters of the League of Assassins. For example, one of his arrows produces sound waves that will cause great pain to its human target. Another arrow vastly increases the pull of gravity on its target.

Merlyn also wears a rocket pack in his quiver, which enables him to fly.

Merlyn is believed to be a skilled hand-to-hand combatant, but he prefers to rely on his mastery of archery. ■

Art by Mark Gruenwald & Rick Magyar

MERRY
THE GIRL OF A THOUSAND GIMMICKS

PERSONAL DATA

After Ego. Merry Pemberton
Occupation. High School Student
Marital Status. Single during active career later married
Known Relatives. "Fly-Foot" Creamer (real father deceased), Sylvester Pemberton Sr (adoptive father deceased), Mrs. Pemberton (adoptive mother deceased), Sylvester Pemberton Jr (adoptive brother) another adoptive brother (name unknown), Arthur Pemberton (nephew), Henry King (husband, deceased), Henry King Jr (son)
Group Affiliation. None
Base of Operations. Civic City
First Appearance. (as Merry) STAR-SPANGLED COMICS #61 (as Gimmick Girl) STAR-SPANGLED COMICS #62
Height. 5'3" *Weight.* 105 lbs.
Eyes. Green *Hair.* Red

HISTORY

Born Merry Creamer, the future Gimmick Girl was the daughter of "Fly-Foot" Creamer, an acrobat who used "human fly" methods to commit robberies. When he was finally apprehended, he had his daughter placed in an orphanage, stipulating that she must never know her father was a criminal. She remained there for ten years.

And there she might have grown up had it not been for a mishap that occurred while the Star-Spangled Kid (see *Star-Spangled Kid*) and his partner Stripesy (see *Stripesy*) were battling a criminal gang. A bullet creased the Kid's head, and while the injury was not serious, it meant that, in his other identity of Sylvester Pemberton Jr, he had to wear a bandage, and since his parents were unaware of his dual-ID, he had a hard time explaining.

The elder Pemberton insisted his son see a psychiatrist, who, noting that young Syl had no close friends or siblings (his older brother had apparently been a black sheep who left home while still quite young), suggested the Pembertons adopt someone to be his companion. They chose Merry.

With his new sister hanging around Syl and the family chauffeur, Pat Dugan (Stripesy), found it difficult to operate as a crime-fighting team. Meanwhile, learning of the adoption, two hoods called Klinker and Buggsy went to Creamer, now out of prison and going straight as a circus performer, threatening to reveal to the Pembertons who Merry's real father was unless he helped them pull a job. "Fly-Foot" agreed, but he double-crossed the hoods. They shot him—but just then the Kid and Stripesy showed up. Fending off a live wire with a monogrammed handkerchief Merry had given him, the Kid got to Creamer just before he died. His last words: "They wanted to hurt my girl—she's with nice family.. Pembertons! I'm ex-con—don't tell her—help her." The Kid and Stripesy agreed not to tell Merry about her dad, and as far as is known, she never did learn. The killers died in a shootout with the police.

But she did hear of the hankie the Kid had used—and so learned his ID. She kept his secret and even made a costume for herself, in red, white, and blue, like those of the Kid and Stripesy. But while the Kid's outfit was largely blue and Stripesy's red, hers was mainly white.

Merry secretly aided the Kid in the capture of Presto the Magician, and it seems his gimmicks inspired her, for afterward she was never without surprising gimmicks she created to use against criminals.

When Pat broke his leg battling a crook called The Rope, Merry first used her gimmicks, capturing The Rope when he had kayoed the Kid.

Merry continued to fight crime for a while as the Gimmick Girl. It may have been during one of her exploits that she met Henry King (see *Brain Wave*). He was much older than she, but they fell in love and married. They had a son, Henry Jr (see *Brainwave Jr.*), who had some of his father's mutant mental powers. But then the Brain Wave was arrested and spent many years in prison, so Merry had to raise her son alone. The boy was still in his early teens when Merry succumbed to the strain she had been under for years and died.

POWERS & ABILITIES

Lacking any super-powers, Merry depended on her quick wits, her athletic and gymnastic abilities (undoubtedly inherited from her father) and the ingenious gimmicks she invented. In every adventure, she unveiled more of these devices, which she kept in a special pocket of her cape—until she faced a crook called the Gimmick Guy. She allowed him to get her cape filled with booby-trapped gadgets, while she was ready to capture him with the gimmicks concealed in her sleeves!

Art by Rick Stasi & Carlos Villagran

METALLO

PERSONAL DATA

Alter Ego: Roger C. Corben
Occupation: Criminal
Marital Status: Single
Known Relatives: John Corben (brother, deceased)
Group Affiliation: Formerly with Skull
Base of Operations: Metropolis
First Appearance: SUPERMAN #310
Height: 6'2½" *Weight:* 310 lbs.
Eyes: Blue *Hair:* Blond

HISTORY

Roger Corben was shocked and saddened to learn that his brother John, a successful reporter, had become a criminal known as Metallo. His body crushed in an accident John Corben was the product of a successful experiment with cybernetics and became a super-criminal. Metallo had nearly beaten Superman (see *Superman II*) when fate intervened and John died.

Hoping to get revenge on Superman Roger joined the criminal organization known as Skull (see Skull). In his first confrontation with Superman, Corben met disaster when another Skull agent aimed a deadly raygun at Dr. Albert Michaels (see *Atomic Skull*), and Superman deflected the blast, causing it to hit a portion of the S.T.A.R. Labs building (see *Scientific and Technological Advanced Research*), and a mass of debris crashed onto Corben.

In fact, Michaels was working with Skull, and the whole incident had been orchestrated to crush, not kill, Corben. Skull scientists duplicated the construction of a mechanical body for Corben, transforming him into the second Metallo.

Unlike the original construct, this second Metallo was powered by a form of artificial kryptonite (see *Kryptonite*), later replaced by the real mineral.

The new Metallo's first battle with the Man of Steel ended with the villain apparently using a "self-destruct" button to kill himself. In fact, it had only faked death in his artificial body, and he later revived at the morgue to go after not only Superman but Skull as well—for he had discovered their duplicity in causing his accident and so making him less than human.

Over the last few years, Metallo has frequently tried to beat the Metropolis Marvel, only to be defeated time and again. In addition, Metallo has also been bested by Blue Devil (see *Blue Devil*).

POWERS/WEAPONS

Metallo is all metal except his head—a metal stronger than that of the first Metallo. His robot body is fitted with a moveable chestplate, operated by buttons on his wristband, enabling him to open his chest to expose Superman to his Kryptonite "heart." He rides through the air on a Skull-designed jet-scooter.

Art by Greg Theakston

METAL MEN

Dr. Will Magnus

Gold

Iron

Lead

Mercury

Nameless

Platinum

Tin

HISTORY

The Metal Men were created by *Dr. Will Magnus*, a young, highly successful inventive genius. By the time of the Metal Men's creation, Magnus had already made millions of dollars off patent royalties, money he turned back into his research. The result of one of those projects was a robot made of platinum in female form, nicknamed *Tina* by her inventor.

Unlike conventional robots limited to certain preprogrammed tasks, Tina was powered by a responsometer, a nuclear-powered microscopic activator. Not only did this device animate her body, but it endowed the robot with distinct and decidedly human intelligence and personality. It was due to the latter trait that Magnus decided to place Tina in the Science Museum: his activator was *too* perfect and Tina, to his mind, too much of an annoyance.

Before Doc Magnus could attend to that chore, he was alerted to the menace of a monstrous prehistoric winged creature recently released from its glacial resting place. To combat this radioactive menace, Magnus created an entire team of responsometer-powered robots, each forged from a different metal, each with its own unique strengths. These five robots he dubbed his Metal Men.

Like Tina before them, each of the new robots possesses very individual personality traits. Intelligent, analytic *Gold* is the group's acknowledged leader. His golden form has all the physical properties of the metal from which he has been forged: he can stretch into a thin wire miles long, or flatten into a sheet 4 millionths of an inch thick.

Lead is rather slow, but big-hearted and dependable. His ability to shield against harmful rays and radiation a frequent and useful asset to the team.

The Metal Men's strongman is *Iron*. Good-natured and friendly, Iron is the group's powerhouse, able to be shaped and formed into an infinite variety of objects to assist on their missions.

Mercury is proud, egotistical, and quite fond of telling anyone who will listen that he is the only metal that's liquid at room temperature.

Tin is the smallest and, quantitatively, the weakest of the Metal Men, though the member with the bravest soul, always willing to risk his own existence to aid anyone in danger. As a result of his feelings of inadequacy, Tin stutters, an impediment that often vanishes in the heat of battle.

A seventh and unofficial member of the team was *Nameless*, a tin robot built by Tin. Shy and withdrawn, Nameless was Tin's "girlfriend" until her destruction in battle, and her loss is still mourned by her surviving teammates.

In the course of their career, the Metal Men have fought a variety of foes, most of them robots created for evil. Perhaps their most unusual and deadliest foe is Chemo (see *Chemo*), a walking stew of chemical waste in a gigantic humanoid container: mindless and bent on destruction. Among their other foes are the Missile Men, the Gas Gang, B.O.L.T.S., Dr. Yes, and the [illegible].

Their exploits have brought the Metal Men world-wide attention and acclaim. Doc Magnus was constantly struggling with his desire to be rid of these human-like robots and their annoying squabbles and the world's need for their unique abilities. He watched as they were repeatedly destroyed and then brought them back to life, only to "die" again and again in battle. Magnus eventually retreated into his vast, fully automated research facility and immersed himself in his work. The strain, however, proved to be too much for the young scientist, and he finally suffered a nervous breakdown.

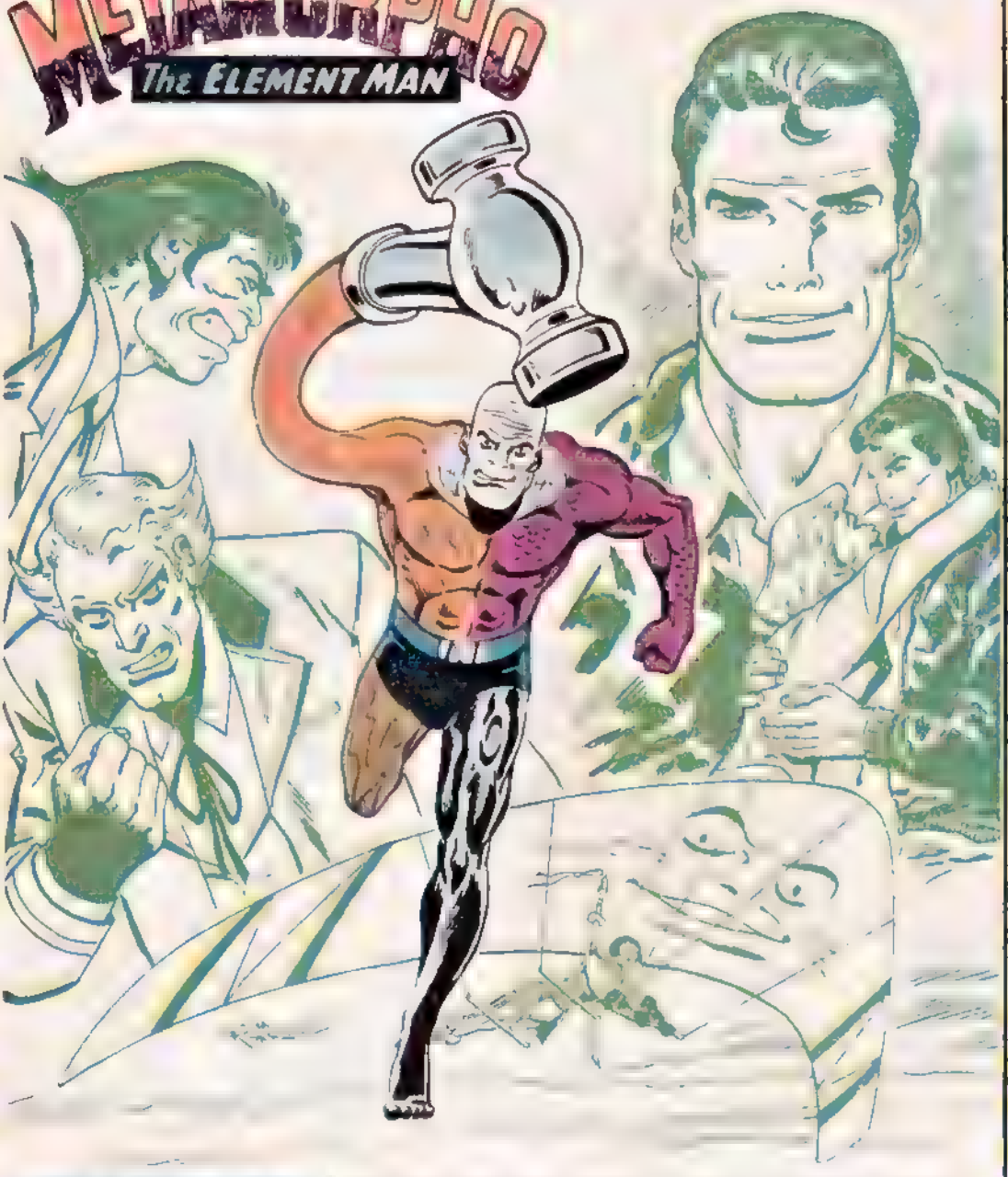
During Magnus' convalescence, the Metal Men continued their activities, facing a growing awareness of their approaching obsolescence in the increasingly complex world of robotics.

Soon after his recovery, but before his return to the Metal Men, Doc Magnus was responsible for rebuilding the body of Robotman, sole survivor of the destroyed Doom Patrol (see *Doom Patrol I, Robotman*). ■

Most recently, the Metal Men pitted their abilities against a host of technologically superior robots in a battle against a terrorist army and Chemo. ■

Art by Rocke Andru & Terry Austin

METAMORPHO
The ELEMENT MAN



PERSONAL DATA

Alter Ego. Rex Mason
Occupation. Former Soldier of Fortune
Marital Status. Married
Known Relatives. Sapphire Stagg Mason (wife)
Group Affiliation. The Outsiders
Base of Operations. Los Angeles
First Appearance. BRAVE & BOLD #57
Height. 6'1" *Weight.* 200 lbs.
Eyes. Black *Hair.* None

HISTORY

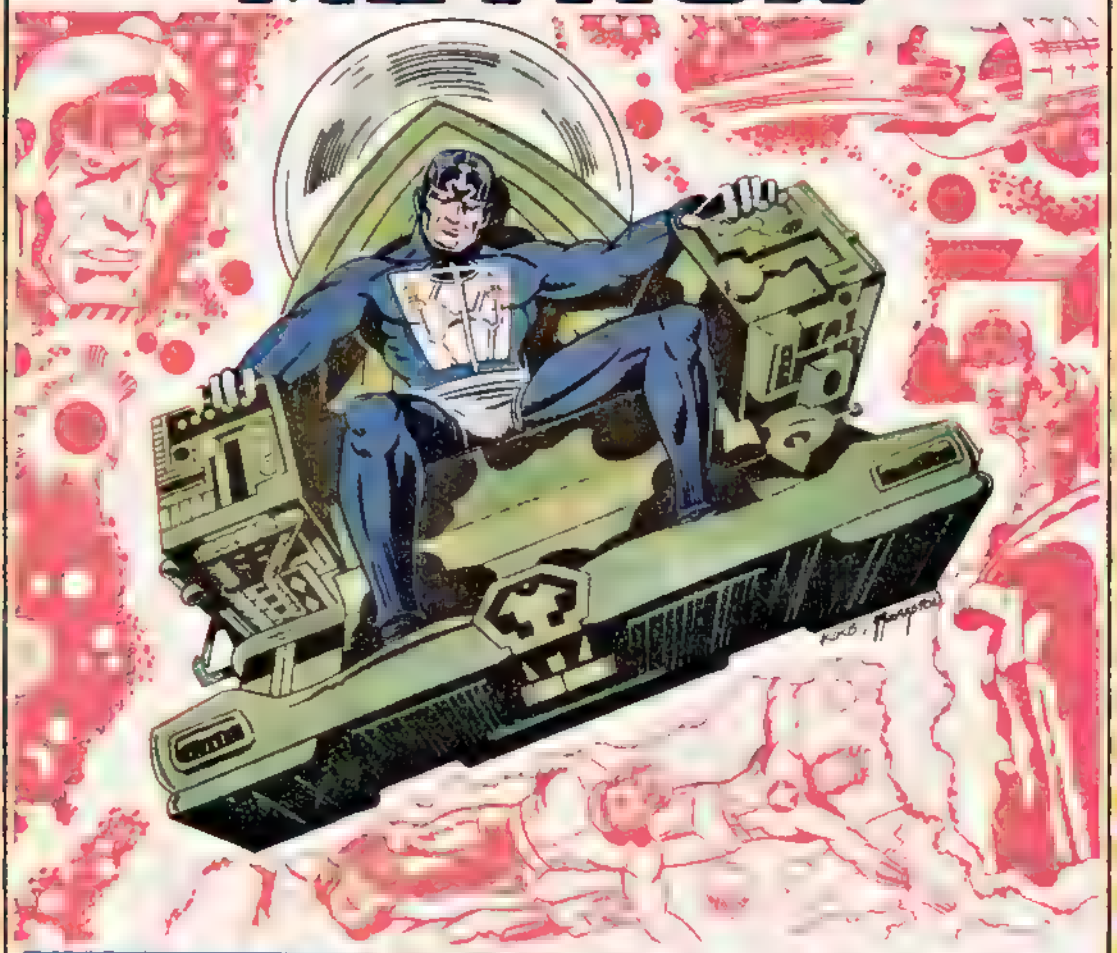
Some years ago, Rex Mason undertook an assignment for millionaire Simon Stagg to retrieve the fabled Orb of Ra, reputed to have great mystic powers. Mason accepted the assignment, thinking the large fee offered him by Stagg would enable him to marry Stagg's daughter Sapphire. Unknown to Mason, Stagg's servant, the resurrected Neanderthal named Java, had orders to maroon Mason in the Orb's resting place, the lost pyramid of Ahk-Ton in the valley of the Upper Nile. Attempting to escape, Mason was exposed to the rays of a meteor that was the source of the Orb of Ra, its unearthly emanations permanently altering the molecular makeup of his body in public. Mason wears a special synthetic mask designed to resemble his original features. Recently, Mason and Simon Stagg have made amends.

POWERS AND ABILITIES

Metamorpho is able to transform his body into any combination of the chemical elements, and can shape those elements into virtually any form he can conceive.

For some reason, small fragments of the meteor that changed Mason to Metamorpho are capable of weakening and perhaps killing him. The Orb of Ra was just such a fragment.

METRON



PERSONAL DATA

Alter Ego: None
Occupation: Scientist
Marital Status: Single
Known Relatives: None
Group Affiliation: The New Gods
Base of Operations: Supertown, New Genesis
First Appearance: THE NEW GODS #1
Height: 6'1" *Weight:* 190 lbs.
Eyes: Blue *Hair:* Black

HISTORY

There is much that is mysterious about the past of Metron, the leading scientist, explorer, and inventor among the New Gods of the planet New Genesis (see *New Genesis, New Gods*). In recent years Metron has asserted, "Who runs the Universe matters not! What makes it run is my prime objective!" Metron has been accused of being willing to sell the universe into slavery to gain the knowledge he seeks.

This may indeed have been true many years ago, when Metron made an unholy bargain with the evil Darkseid of the planet Apokolips (see *Apokolips, Darkseid*). Apokolips' technicians had discovered the "X-Element," which Metron needed to build his "Mobius chair," a vehicle he would use for exploration. To obtain the X-Element Metron agreed to create a matter threshold device for Darkseid, knowing full well that he would use it for warfare. Metron later used the X-Element to create another means of transportation across space and dimensional barriers, the Boom Tube, which is used by both Apokolips and New Genesis.

Apokolips used the matter threshold to transport invading forces to New Genesis, plunging it into a war whose horrors seem to have changed Metron's attitudes somewhat, for he now wanted Darkseid destroyed.

Metron acted as a companion to Orion and Lightray when they were boys (see *Lightray, Orion*). He also took an interest in Scott Free, the son of Highfather of New Genesis (see *Highfather*), who sent Scott to be raised on Apokolips as part of a pact with Darkseid. Metron led Scott to Himon, the master theoretical scientist who, like Metron, had helped Darkseid in the past and now regretted it. Metron and Himon made it possible for Scott to escape to Earth, where he became Mister Miracle (see *Mister Miracle*).

Esak, a young boy from New Genesis, became Metron's pupil. But after Metron departed on a quest, Esak used the scientific training he received to serve Darkseid.

When last seen, Metron was returning from a long quest, towing a large young uninhabited planet behind him. What Metron means to do with this planet as yet remains a mystery.

POWERS

Metron has no known super-powers but is a scientific genius. Although Himon is his superior at devising scientific theories, Metron surpasses Himon as a creator of inventions based on scientific theories.

Metron travels in his flying Mobius Chair, which enables him to travel through time, outer space, and other dimensions. Its tractor beams are powerful enough to carry a planet along behind the Chair.

Metron has also created incredible technological wonders that are too numerous to mention here.

Metron is believed not to be a skilled hand-to-hand combatant. ■

PERSONAL DATA

Alter Ego: Dave Clark
Occupation: Radio News Announcer
Marital Status: Single
Known Relatives: None
Group Affiliation: All-Star Squadron, Freedom Fighters
Base of Operations: "Big City"
First Appearance: SMASH COMICS #18
Height: 6' *Weight:* 190 lbs.
Eyes: Blue *Hair:* Black

HISTORY

By day Dave Clark was a "spot" announcer reading news on radio station UXAM in the 1940s in a metropolis identified as "Big City." But at night Clark became the masked crimefighter known as Midnight. Originally Midnight wore a blue hat, black mask, and black suit, but eventually he wore a blue mask and blue suit instead. (It is theorized that Midnight was inspired by reading of the adventures of a similar but more celebrated masked crimefighter.)

Midnight battled a wide variety of foes, ranging from ordinary criminals and subversives to criminals possessing superscientific weaponry, and even an evil sorcerer.

Midnight was aided by his friend the eccentric scientist Doc Wackey, and Wackey's pet monkey Gabby, who had developed human intelligence and the ability to talk. Midnight also frequently ran into the comical detective Sniffer Snoop and his dog Hotfoot.

At the outset of World War II, Midnight was part of the All-Star Squadron (see *All-Star Squadron*), although he rarely worked with the group, preferring solo activity.

However, for a short time, at the urging of Uncle Sam (see *Uncle Sam*), Midnight participated with a splinter group of heroes known as the Freedom Fighters (see *Freedom Fighters*). Once again, though, Midnight left the group to fight crime in Amer-

Once the war was over, Midnight's activities began to be curtailed and he eventually disappeared from the crime-fighting scene. Midnight's current whereabouts and activities, if any, are unknown.

POWERS & WEAPONS

Midnight has no actual super-powers but is a superb detective and an excellent hand-[illegible]

Midnight carries an unusual weapon called a vacuum-gun. The gun fires a suction cup attached to a super-strong cord, which Midnight can then reel in. Midnight communicates with his allies by means of wrist-radios they wear.

Art by Michael T. Gilbert

CHARACTERS

Alter Ego: Unrevealed
Occupation: Former Agent of the Assassination Bureau, Criminal
Marital Status: Single
Known Relatives: None
Group Affiliation: Former member of the Assassination Bureau
Base of Operations: Formerly New York City, now Washington D.C.
First Appearance: FURY OF FIRESTORM #29
Height: 5'6" *Weight*: 112 lbs
Eyes: Blue *Hair*: White

HISTORY

The young woman known as the Mindboggler apparently first received her superpowers from an energy beam treatment given her by the Breathtaker (see *Breathtaker*). This super-criminal headed the Assassination Bureau, which supplied superpowered assassins to anyone for the right price. According to the Breathtaker, the Mindboggler had to undergo this treatment periodically or else her powers would fade and finally vanish. At first the Mindboggler loved having her powers, but these feelings changed when subsequent treatments to renew and extend them proved quite painful.

The Breathtaker was hired by the supersecret 2000 Committee to capture or kill Firestorm (see *Firestorm, 2000 Committee*). The Breathtaker sent the Mindboggler after Firestorm who eventually defeated her and captured the Breathtaker as well.

The psychological shock of defeat caused the Mindboggler to reevaluate her life. She realized she had been wrong to follow her life of crime, and led Firestorm and Firehawk (see *Firehawk*) to the secret headquarters of the 2000 Committee. There, Firestorm and Firehawk defeated the committee and captured its leading members.

However the Mindboggler has since returned to her life of crime, and recently joined other foes of Firestorm in battling him again.

POWERS

The Mindboggler can psionically induce highly convincing illusions in the minds of anyone in her vicinity. She can take such complete control of a person's mind that she can induce her victim to do one thing while the victim believes that he or she is doing something entirely different. By making her victim think that the walls, floor, or ground is shifting about, she can make her victim suffer a loss of equilibrium, with accompanying feelings of vertigo and nausea.

Strangely, when the Mindboggler uses her powers on Firestorm, she affects his dominant Ronnie Raymond consciousness, but not his Martin Stein consciousness. She can affect Stein, though, when he is in his own normal form.

Allegedly the Mindboggler must periodically renew her powers through the Breathtaker's energy treatments. However, this could be untrue, since her powers have not faded since the Breathtaker was sent to prison. ■

Joe Brozowski & Rick Magyar

Alter Ego. None
Occupation: Professional Criminal
Marital Status. Unrevealed
Known Relatives. None
Group Affiliation: None
Base of Operations. Gotham City
First Appearance. DETECTIVE COMICS #511
Height: 5'11½" *Weight:* 187 lbs
Eyes. Unrevealed *Hair:* Unrevealed

Mirage is a costumed criminal who committed a series of spectacular robberies in Gotham City. He overcame any resistance by inducing highly convincing hallucinations in the minds of any onlookers who were present. His thefts attracted the attention of The Batman (see *Batman II*), who deduced that Mirage created his illusions through a combination of optical and audio stimulation. The Batman therefore equipped himself with a special earpiece that shielded him from the high-frequency sonic waves that helped create the illusions.

However when The Batman confronted Mirage and his men, one of the thugs managed to damage the earpiece, and the Batman fell victim to one of Mirage's illusions. But through sheer force of will, The Batman banished the hallucination from his mind. He then captured Mirage and his men, who are currently serving prison sentences.

Mirage can create completely believable illusions in the minds of the people around him by using a gem of unknown origin. Somehow the gem projects both optical and audio stimuli that affect the human mind, causing it to hallucinate. The audio stimuli, consisting of high-frequency sonic waves, reinforce the optical stimuli. Apparently the visual stimuli alone are insufficient to induce the hallucinations. Everyone who is present when Mirage creates one of his illusions will experience the identical illusion. The illusions are so real that they can cause some people to faint or even to suffer a stroke or cardiac arrest. However, a person with strong enough will power, such as The Batman, can block out the illusions from his mind.

Mirage has no actual super-powers and has little skill at hand-to-hand combat.

Art by Bill Sienkiewicz

MIRROR MASTER

PERSONAL DATA

Alter Ego: Samuel Joseph Scudder
Occupation: Professional Criminal
Marital Status: Single
Known Relatives: None
Group Affiliation: Flash's Rogues' Gallery, Injustice Gang of the World, Secret Society of Super-Villains
Base of Operations: Central City
First Appearance: FLASH #105
Height: 5'10" *Weight*: 175 lbs.
Eyes: Brown *Hair*: Brown

HISTORY

Sam Scudder was a seemingly ordinary convict sent to prison for robbery. Working in a small mirror factory while there, Scudder apparently put the wrong chemical in the silvering of a mirror he was working on. The foreman, Tyler, told Scudder that the mirror was ruined and ordered him to throw it out. But then Scudder looked in the mirror and saw Tyler's face. Scudder realized that the mirror could somehow retain an image for a number of minutes. Scudder studied the mirror and, over the years after being released from prison, devised mirrors that could create incredible effects.

Creating the costumed identity of the Mirror Master for himself, Scudder began using his mirror discoveries for crime. He perfected the image-capturing mirror and used it to create life-size three-dimensional mirror images of people to commit robberies for him. Investigating these crimes, the second Flash (see *Flash II*) first met and captured the Mirror Master.

In the succeeding years the Mirror Master repeatedly escaped prison and committed new spectacular crimes using his extraordinary mirror discoveries. He became one of the Flash's most formidable and persistent foes. It was the Mirror Master who was responsible for first pitting more than two of the members of Flash's rogues' gallery of costumed enemies against him at once. However, when the Flash and the Mirror Master last met, they acted as allies against their mutual adversary, Abra Kadabra (see *Abra Kadabra*).

The Mirror Master was killed by the alien Krona (see *Krona*) during the so-called crisis on infinite earths. Whether any new criminal will adopt the role of the Mirror Master remains to be seen.

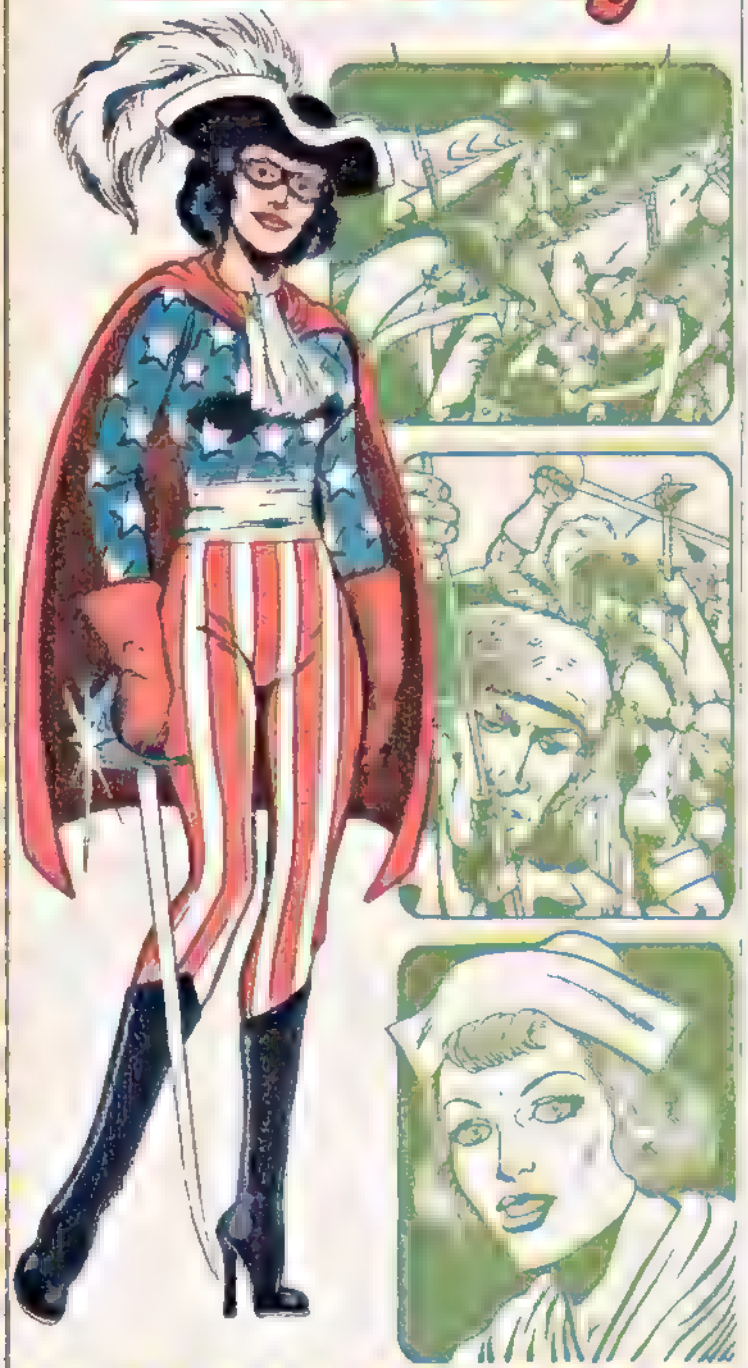
POWERS AND ABILITIES

The Mirror Master created a large array of mirrors and devices employing mirrors with which he could perform incredible feats. Among his simpler devices were his mirror-guns, with which he could shoot laser beams, and his mirror-pack, which he wore on his back and which utilized solar energy to enable him to fly.

Some of the Mirror Master's most extraordinary feats are as follows: He created mirrors through which he could travel into other dimensions. He could materialize three-dimensional mirror images that he could control. He once used a mirror to switch legs with the Flash, enabling himself to run at super-speed. He created "mirror guardians," images of himself within mirrors who could fire guns at real people. Another mirror allowed him to see 20 1/2 seconds into the future. Once he even turned the Flash into a mirror!

The Mirror Master was only a fair hand-to-hand combatant.

Miss Liberty



PERSONAL DATA

Alter Ego: Bess Lynn
Occupation: Nurse
Marital Status: Single
Known Relatives: Libby Lawrence (descendant), unnamed brother
Group Affiliation: The American Women's Underground during the Revolutionary War
Base of Operations: The United States of America during the Revolutionary War
First Appearance: [redacted]
Height: 5'6" *Weight:* 125 lbs.
Eyes: Blue *Hair:* Blond (As Miss Liberty Bess Lynn wore a black wig.)

HISTORY

During the American Revolutionary War, Bess Lynn was a frontier nurse who traveled from town to town aiding the sick and injured. She was also a staunch American patriot who was vehemently opposed to British tyranny. However, she believed she could not openly oppose the British for fear they would retaliate by harming her brother, who was being held captive in England.

Therefore, Lynn disguised herself with a black mask and wig and assumed the costumed identity of Miss Liberty in order to fight the British. Miss Liberty organized a "women's underground" movement that helped American forces in the war with the British. Miss Liberty often went on successful missions alone against the British. She was also a frequent ally of the legendary frontiersman and freedom fighter known as Tomahawk (see *Tomahawk*).

Miss Liberty died shortly before the end of the Revolutionary War when she was fighting Hessian troops who had stolen the huge bell that was later called the Liberty Bell. In the course of the battle, the bell fell atop her, crushing her to death. Apparently her body was found by Tomahawk, along with the bell.

Libby Lawrence, alias Liberty Belle, the patriotic costumed heroine of World War II, is a descendant of Bess Lynn, alias Miss Liberty (see *Liberty Belle*).

POWERS AND WEAPONS

Miss Liberty was an extraordinary hand-to-hand combatant for a woman of her time. She was brilliant at horseback riding and rode a white charger. She was also a superb athlete.

Miss Liberty was highly skilled at swordsmanship. She used a whip as a weapon, as well as powderhorns, which she used to create explosions.

Art by Don Lomax

PERSONAL

Alter Ego. Unrevealed
Occupation. Scientist, Professional Criminal
Marital Status. Unrevealed
Known Relatives. None
Group Affiliation. Secret Society of Super-Villains
Base of Operations. New York City
First Appearance. ADVENTURE COMICS #67
Height. 5'7" *Weight.* 145 lbs.
Eyes. Blue *Hair.* White

HISTORY

Long ago, the scientist now known as the Mist created an "invisi-solution" that could turn people and objects invisible. He tried to sell it to the United States government during World War I only to be met with rejection and scornful disbelief. The Mist vowed revenge and, after World War II began in Europe, sent his invisible agents to steal all of America's military secrets. He also tried to use invisible planes to bomb factories geared for defense. However, the Mist's schemes were thwarted by the man who became his principal enemy, Starman (see *Starman I*).

Later, the Mist used a variation on his invisi-solution to hypnotize innocent people into robbing for him. Starman foiled the Mist again. Decades later, the Mist tried this plan once more but was defeated by Starman and the original Black Canary (see *Black Canary I*).

Over the years the Mist's repeated use of the invisi-solution had a cumulative effect, enabling him to take on a truly mist-like form. He became a member of the Ultra-Humanite's Secret Society of Super-Villains (see *Secret Society of Super-Villains, Ultra-Humanite*). However, the Mist and other Society members became entrapped in a limbo-like dimension, where they remain to this day.

POWERS AND WEAPONS

The Mist can apply his invisi-solution to living and non-living things to make them invisible. However, Starman's cosmic rod produces a special light that makes things treated with the invisi-solution visible within the path of that light beam. If Starman concentrates the beam on the person or object treated with the solution, the solution will wear off entirely.

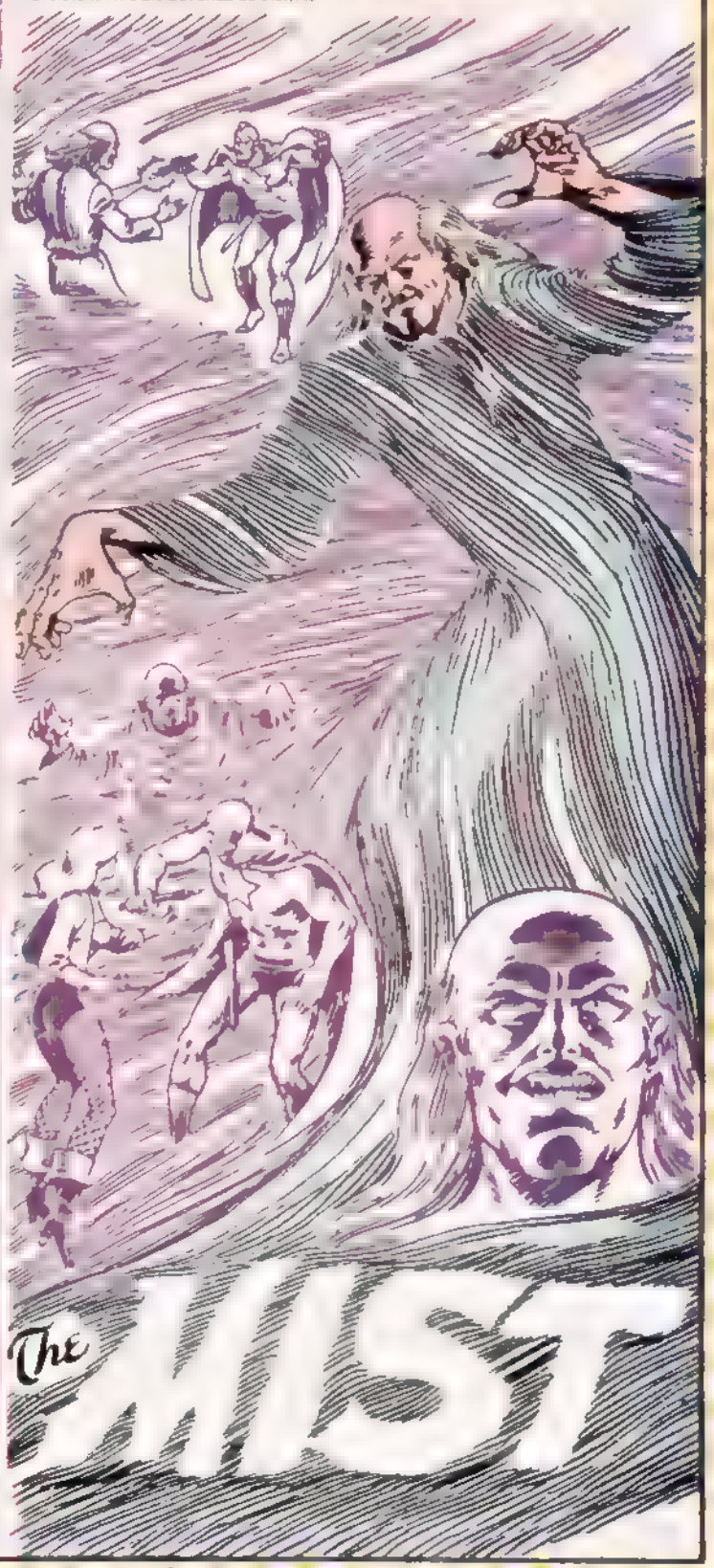
Originally the Mist treated his cloak with the invisi-solution, but not enough to make it completely invisible. Hence, the Mist appeared to be no more than a head, and sometimes hands as well, floating atop small, shifting clouds.

Continued exposure to the invisi-solution over the decades enabled the Mist to take on a gas-like form at will. (His clothing can also become gaseous in form.) Now the Mist can flow through narrow openings like an actual mist, and allow solid objects to pass through him harmlessly. He can solidify part or all of his body at will.

Possibly the invisi-solution has also greatly slowed his aging process, since the Mist is still alive today, although he was already an old man in the 1940s.

The Mist can apply a variation of his invisi-solution to objects that does not make them invisible but enables them to transmit his voice from afar and hypnotically force victims to obey his commands.

Art by Murphy Anderson



MR. AMERICA

Alter Ego: Tex Thomson
Occupation: Private Investigator, later Government Agent
Marital Status: Single (at least into 1944)
Known Relatives: None
Group Affiliation: All-Star Squadron
Base of Operations: Unnamed American city, later Europe and the Pacific during World War II
First Appearance: (as Thomson) ACTION COMICS #1; (as Mister America) ACTION COMICS #33; (as Americommando) ACTION COMICS #54
Height: 5'11½" *Weight:* 187 lbs.
Eyes: Blue
Hair: Blond, dyed black after he becomes Mister America

After striking it rich in the oil fields of Texas, "Tex" Thomson began traveling around the world. He often found himself solving mysteries during his travels. Eventually he and his friend Bob Daley worked in a major American city on the staff of Special Prosecutor Mahoney, helping him fight organized crime.

Thomson resigned to undertake a special war relief mission, and left for abroad on the *Angelus*, a mercy ship carrying supplies for the needy. He caught a saboteur working for a foreign power on board, but was unable to prevent the ship from being blown up. Thomson was believed dead.

But instead, he was found, more dead than alive, by a Portuguese fishing boat, and regained his strength in Lisbon. Thomson vowed to wage a one-man war against enemy spies, saboteurs, and fifth columnists. He returned to America in the masked identity of Mister America and captured Pratt, the leader of the saboteurs responsible for the *Angelus*'s destruction. Eventually Mister America resumed his Tex Thomson identity as well.

Mister America saw himself fighting for the spirit of America. He whistled "Yankee Doodle" and left behind red, white, and blue striped feathers as his trademarks. His friend Bob Daley teamed up with him as the comical costumed crimefighter Fatman. Mister America joined the wartime All-Star Squadron (see *All-Star Squadron*).

President Franklin Delano Roosevelt renamed Mister America 'Americommando' and had him undergo intensive training to become a special commando and secret agent behind enemy lines. The Americommando was assigned to masquerade as Nazi officers, sabotage Axis plans, and aid Axis victims. Americommando operated successfully in both Europe and the Pacific, but it is not known whether he survived the end of World War II.

To become the Americommando, Mister America was given intensive training in many areas, including marksmanship, piloting aircraft, weightlifting, and every aspect of military operations in his time. Mister America was already a superb hand-to-hand combatant and a brilliant detective. He was also a skilled actor, enabling him to pose as Nazi officers.

Mister America used a whip as a weapon in crimefighting. For a time he had a cape that somehow could fly. To use the cape to fly, he would stand on it as if it were a flying carpet. ■

Art by Rich Buckler & Romeo Tanghal

PERSONAL DATA

Alter Ego: None
Occupation: Would-Be Conqueror
Marital Status: Inapplicable
Known Relatives: Inapplicable
Group Affiliation: Monster Society of Evil
Base of Operations: Fawcett City
First Appearance: CAPTAIN MARVEL ADVENTURES #78
Height: 10' *Weight:* 1,214 lbs.
Eyes: Photocellular *Hair:* None

HISTORY

Mr. Atom is the creation of Dr. Charles Langley, a scientist who believed he could create artificial life through atomic energy.

Langley built a giant robot body that he planned to bring to life through a gradual process. However, his computations were wrong, and life came suddenly to the robot through an explosion that not only gave Mr. Atom fantastic strength, but programmed him with great knowledge. Leaving Langley in the wreckage of his lab, the atomic robot went forth to the world of men. Seeing how much mightier he was than they, he determined to make himself ruler of Earth. The men could serve him or perish—it made no difference to him.

Meanwhile, Captain Marvel (see *Captain Marvel*) saved Langley, and the scientist had told him of his robot, so he guessed whom he was meeting when he went to battle a creature at the U.N. who was demanding the allegiance of the Earth—and had already killed one delegate with a blast of atomic power.

Through two encounters, the pair fought one another to a draw. Then each struck one last mighty blow—and Captain Marvel won. Mr. Atom was confined in a thick-walled lead underground prison from which even he could not escape—yet Cap himself could not destroy him.

It was beings from a giant comet who freed Mr. Atom, teaming with him to subjugate Earth—though they planned to destroy him once it was done. To demonstrate his power, Mr. Atom began destroying a town—but was stopped by Captain Marvel. He and the Comet Man headed by spaceship for the comet, only to see it blow up. Mr. Atom insisted they help him conquer Earth anyway, and this led to a fight that seemingly wiped them all out in one blast.

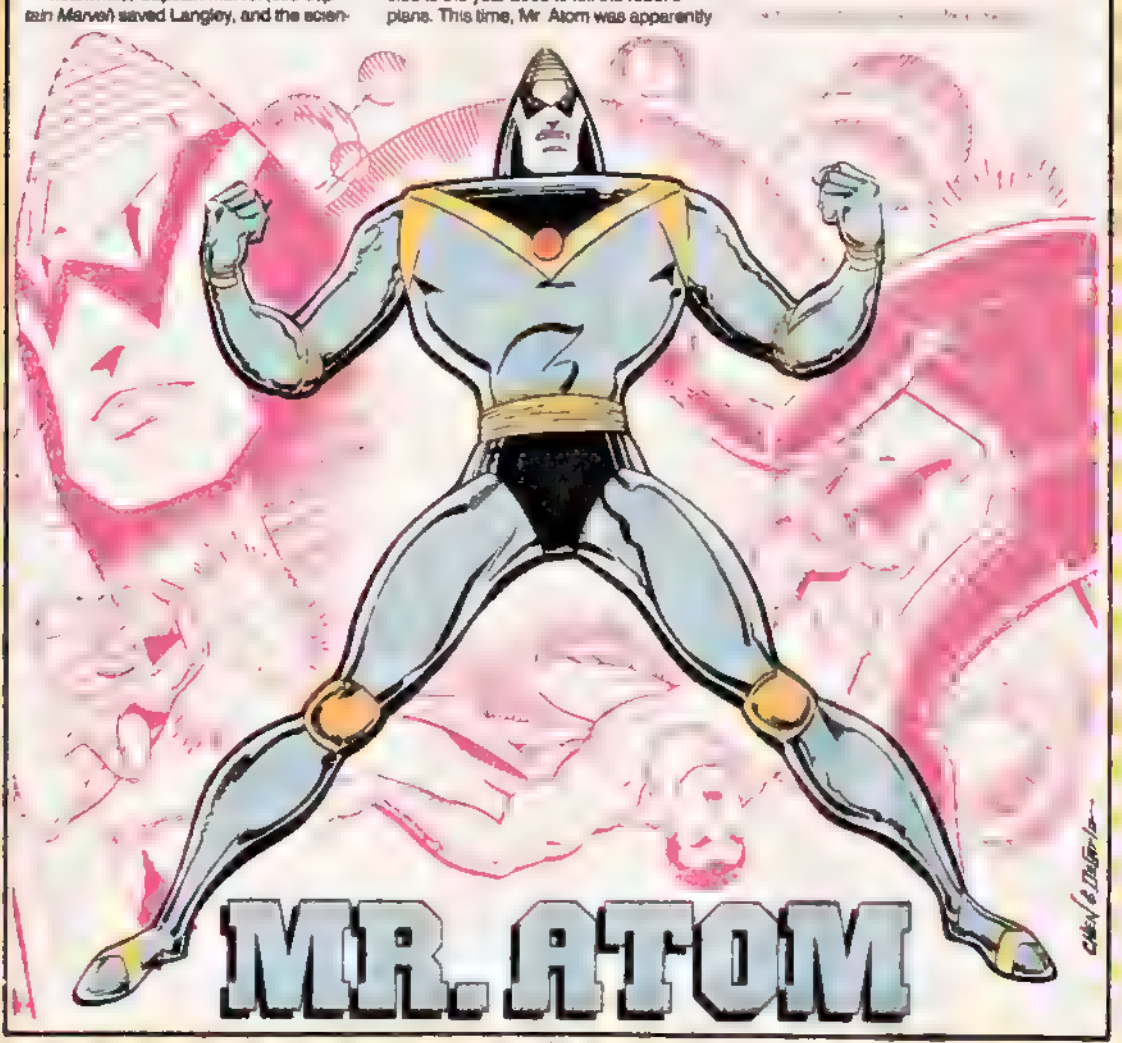
However, Mr. Atom had been hurled over 100 years into the future, to a world in which nearly everything was run by atomic power. This seemed the perfect world for him to rule. But Captain Marvel, warned by the spirit of Shazam (see *Shazam*), traveled to the year 2053 to foil the robot's plans. This time, Mr. Atom was apparently destroyed by a burst of atomic energy.

In fact, when King Kull the Beastman (see *Mr. Mind's Monster Society*) took over the Rock of Eternity, he used this genius to bring Mr. Atom from the 21st Century to aid him. A battle with the heroes of three Earths (see *Justice League* and *Justice Society*) ended with Atom being propelled to a distant star.

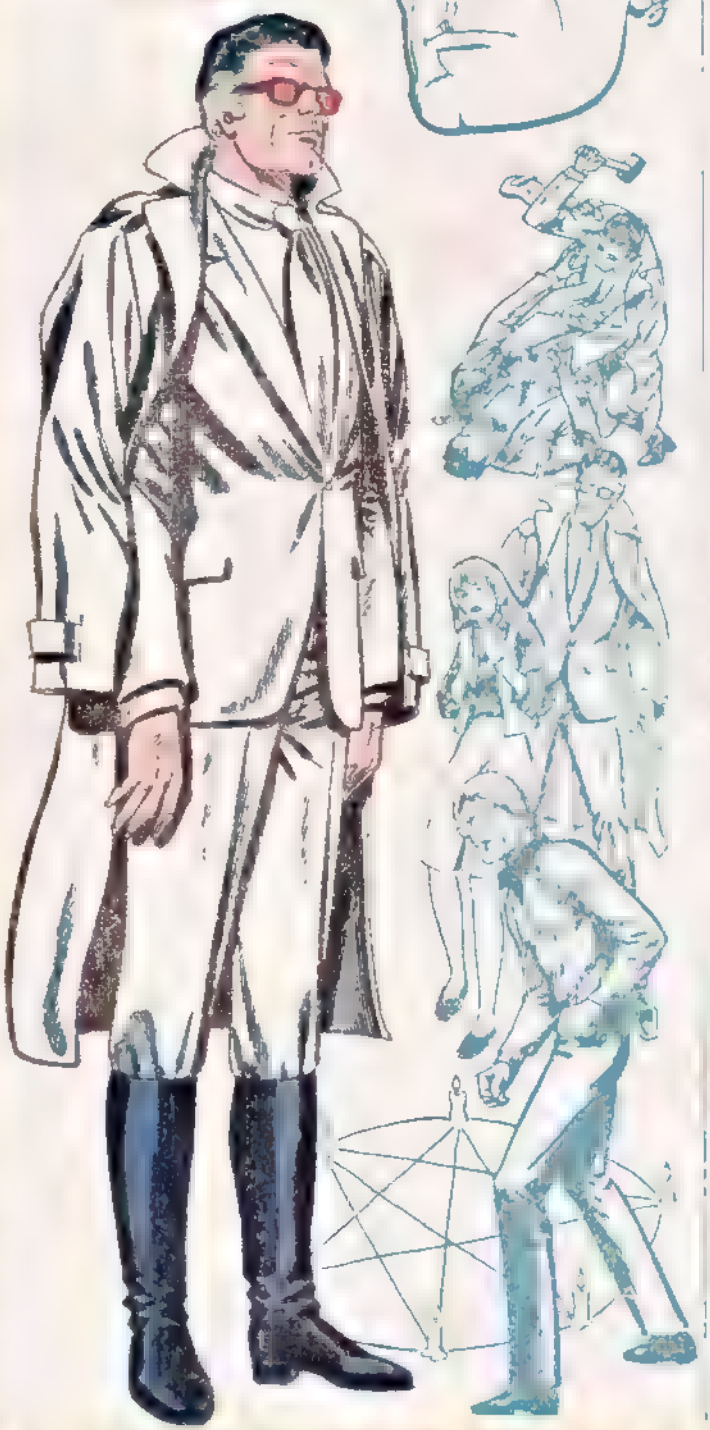
Mr. Mind's machinations (see *Mr. Mind*) returned him to Earth, and this time Captain Marvel hurled him into orbit around the sun. But the magic of Ogga (see *Mr. Mind's Monster Society*) again brought him back, to join the Monster Society itself. Now Captain Marvel tossed him from the Rock of Eternity into another galaxy, one in which life never developed, and where Mr. Atom could do no harm.

PERSONAL DATA

Mr. Atom is made of an ultra-powerful metal infused with the raw power of the atom. He is therefore immensely strong and virtually indestructible, and can emit nuclear blasts from his hands. He is also able to fly. Mr. Atom has a brilliant mind, but he is unhinged with human feeling. Hence he kills without mercy or remorse.



MISTER E



PERSONAL DATA

Full Name: Unknown
Occupation: Historian
Marital Status: Single
Known Relatives: None
Group Affiliation: None
Base of Operations: Boston Massachusetts
First Appearance: SECRETS OF HAUNTED HOUSE #31
Height: 6'0" *Weight:* 175 lbs.
Eyes: Unknown *Hair:* Black

HISTORY

After arriving in Boston from Dublin, Ireland, Kelly O'Toole encountered a man known only as Judge Kobold in the train station. The judge told her he had been mugged and asked her assistance in getting home. He then offered the immigrant a job as his housekeeper.

Soon after, a blind man dressed in a white suit came to visit the judge, introducing himself only as a historian named Mister E. Immediately upon gaining entry, Mister E attacked Judge Kobold with a hammer and wooden stake, to be stopped only by Kelly's timely intervention. It was then that Judge Kobold revealed his true form, he was a killer the Boston police were seeking—both vampire and werewolf—a twice-cursed man. Recovering before the judge could slay Kelly, Mister E was able to stop the villain, though he escaped to do battle twice more.

Mister E hired Kelly as his secretary, a job which seemed little more than answering a few phone calls. She aided him as he investigated a phony voodoo scheme, a lady Frankenstein-type monster, demons, leprechauns, the hell-hounds of Salem, and the curse of Maule's Well. Though faced with seemingly insurmountable odds and even apparently killed more than once, Mister E prevailed in each case, though never bothering to explain just how he did.

During the investigation of the Salem hell-hounds, Mister E hired a young man named David Neu as an assistant researcher, but David learned no more about his mysterious employer than Kelly did.

Though his adventures have been unchronicled these past few years, it is assumed that Mister E still resides in Boston and can be found when necessary.

POWERS & WEAPONS

Though blind, Mister E claims to be able to see the good and evil in people's souls. He apparently has no difficulty getting from one place to another, despite his affliction. Additionally, he has an uncanny knack of showing up where he is needed.

Mister E has used a pistol loaded with silver bullets as well as a wooden stake against the vampire, but for the most part his only weapon has been the wooden cane he always carries.

Art by Dan Spiegle

MR. ELEMENT

Alter Ego: Albert Desmond
Occupation: Former Criminal, now Businessman
Marital Status: Married
Known Relatives: Rita (wife), Mr. and Mrs. Peter Desmond (parents)
Group Affiliation: None
Base of Operations: Central City
First Appearance: SHOWCASE #
Height: 6 *Weight:* 174 lbs.
Eyes: Blue *Hair:* Black

Albert Desmond was a true split personality. At times in his life, he was a law-abiding citizen; at others, he became a man possessed by an evil nature, determined to commit crimes. During one of his criminal periods, he used his knowledge of the elements to create his elemental gun and become Mr. Element. After being captured by The Flash (see *Flash II*), he escaped jail and, using the Philosopher's Stone, took on the criminal guise of Dr. Alchemy (see *Dr. Alchemy*). Captured again by the Scarlet Speedster, Desmond served out his prison term and reformed.

Not long after his release, Desmond was taken captive by Professor Zoom, the Reverse-Flash (see *Reverse-Flash*), and hypnotized into again assuming his Mr. Element guise. Zoom needed Desmond's help stabilizing an element, which only the evil portion of Desmond's nature could supply. When the plan was foiled by The Flash, Zoom tried again, this time using "evil-enhancing radiation" on Desmond. To help Desmond rid himself of this evil nature, The Flash took him into Zoom's future era and had the radiation neutralized.

It was then discovered that Desmond's dual natures were being controlled by the pulsing energy of a distant star called the Dragon's Eye. Again, the Scarlet Speedster came to Desmond's aid, neutralizing the stellar energy and seemingly freeing Desmond from his evil persona forever.

Desmond was once more forced to a life of crime, this time as Dr. Alchemy, when he was possessed by an ancient demon, but again he was rescued by The Flash.

Desmond's troubles did not end, however. A psychic twin named Alvin Desmond, born at precisely the same moment he was, gained control of the Philosopher's Stone and used it to frame him. The new Dr. Alchemy attacked The Flash, and Desmond donned his Mr. Element guise once more, this time to help the Crimson Comet capture the new villain.

Desmond now leads a happy, normal life with his wife Rita.

Mr. Element was an average athlete with little strength in hand-to-hand combat. His strength was in his elemental gun, a weapon of his own design, which gave him control of the elements, enabling him to use them to battle The Flash. The elemental gun paled in comparison to the Philosopher's Stone, which is why Desmond chose to become Dr. Alchemy. When The Flash took the stone away and Desmond once more became Mr. Element, he was forced to again rely on the gun.

As Mr. Element, Desmond gained vast knowledge of the elements, knowledge which he lost when his good persona took over. ■

MR. FREEZE

DATA

Real Name: Unknown
Occupation: Criminal
Marital Status: Single
Known Relatives: None
Group Affiliation: None
Base of Operations: Gotham City
First Appearance: BATMAN #121
Height: 6' *Weight:* 190 lbs
Eyes: Blue *Hair:* None

HISTORY

The man who became known as Mr. Freeze has shrouded his early years in mystery, and so no one knows who this man was before the bizarre accident that transformed him into a twisted super-criminal.

Originally a sophisticated criminal with a brilliant scientific mind, he one day was constructing a gun capable of emitting waves of frigid cold when a freak accident bathed him in an experimental freezing solution.

Almost immediately, the criminal scientist was unable to survive in a normal setting, requiring a special environment below 32 degrees centigrade. A short time later, the criminal fashioned a refrigerated uniform and set out to begin a crime spree through Gotham City as Mr. Zero.

While initially successful, Mr. Zero was eventually defeated by Batman (see *Batman II*).

This was a short-lived triumph for the Caped Crusader, because Mr. Zero returned several times. Despite the ingenious plans and traps Mr. Zero launched, he was defeated time and again.

Hoping to reverse the defeats, Mr. Zero improved his cold gun and uniform, changed his name to Mr. Freeze, and began anew.

Mr. Freeze remains undaunted, although each defeat leaves his mind seemingly all the more unhinged. Mr. Freeze has preferred working with a small gang of thugs and his last known attack was to plunge Gotham into a miniature ice age, with himself as the new ruler. He was, of course, captured by Batman.

Since then, Mr. Freeze has escaped from Gotham Prison and has modified his battle armor once again, remaining a threat to Gotham's citizenry.

POWERS AND WEAPONS

Mr. Freeze's original cold gun was a double-barreled model with sub-zero cold coming from one side and blistering heat from the other. In later models, the twin mold was discarded in favor of a single barrel pistol or rifle able to send out streams of cold in nearly any shape.

Freeze remains a superior scientist, using his skills to further modify his weapons and his survival suit. The suit is able to keep Freeze's body in an icy setting without radiating any unnatural cold. The current suit resembles armor and has built-in armaments, giving him greater control.

While Freeze's original experiments seem similar to those that gave Captain Cold (see *Captain Cold*) his own cold gun, they are entirely different.

MR. MIND

DATA

Real Name. Unknown
Occupation: Scientist and would-be Conqueror
Marital Status. Single
Known Relatives. None
Group Affiliation: Monster Society of Evil
Base of Operations. Mobile
First Appearance. (as a voice) CAPTAIN MARVEL ADVENTURES #22; (in person) CMA #26
Length. 3" *Weight:* 5 oz
Eyes. Black *Hair.* None

HISTORY

On a distant world—just where is not known—dwelt a race of weak-eyed subterranean worms. One of them was born a mutant with a mighty brain far superior to his fellows, yet was unable to make use of his mental powers because of his small size and lack of hands. This was the future Mr. Mind.

It appears that an exiled alien—a sort of goat-man—came to that planet and set up a scientific laboratory. Mr. Mind discovered he could transfer his own mentality temporarily into this being, and he used the lab to create his glasses, voice amplifier, and other equipment.

Among these was a transdimensional radio with which he could pick up broadcasts from more than one Earth. He decided to visit Earth-2, hoping first to meet those whose broadcasts had amused him—next to enlist the powers of the Justice Society (see *JSA*) in his service, as the first in a society of conquest.

But the JSA was away from Earth, so Mr. Mind instead sought out some of their enemies, including Dorn, Mister Who, Ramulus, Nyoka, and The Dummy (see *Dummy*) for a first try at a society of evil. When this was thwarted, he made his next try in the vicinity of Earth-S, setting up his headquarters on a planetoid. He then broadcast to the greatest villains on Earth, as well as the leaders of the Axis powers, enlisting them all in his Monster Society of Evil (see *Mr. Mind's Monster Society*).

For some time Mr. Mind battled Captain Marvel (see *Captain Marvel*), who at first knew him only as a radio voice. Then, when Cap destroyed his headquarters, Mind escaped to Earth to work with the Axis, though he later traveled to the planetoid Punkus, where he ruled the crocodile-men who alone could breathe the poisonous atmosphere of that world—even Mr. Mind needed a breathing helmet there.

At last, deserted by the last of his minions, Mr. Mind was captured by Captain Marvel and put on trial for 186,744 murders. (He himself had no power to kill, but had ordered those slayings.) Found guilty, he was sent to the electric chair.

What Captain Marvel did not know was that Mind's worm race was immune to electric shock. It only placed him for a short time in suspended animation. Reviving, he found himself in the hands of a taxidermist who was preparing to stuff him for a museum. With his mental powers, Mind caused the man to create a fake worm instead. The World's Wickedest Worm then spun a cocoon and spent a long time in hibernation, returning many years later to again battle Captain Marvel and the Marvel Family (see *Captain Marvel Jr., Mary Marvel, and Marvel Family*).

When last seen, Mr. Mind had enlarged himself into a giant worm to battle the Marvel Family and Kid Eternity (see *Kid Eternity*). He was, as usual, defeated and returned to prison.

POWERS

Mr. Mind has no powers save his powerful mentality, which is, however, probably the greatest criminal mind in existence. He can, at times, transfer his mind into other bodies for various periods. But for the most part, he depends on others to carry out his plots.

His one power—to spin cocoons (though not to turn into a moth)—has on occasion been used to bind and gag the Marvels in their mortal forms to prevent them from saying their magic words. ■

Art by Scott Shaw!

MR. MIND'S MONSTER SOCIETY OF EVIL

HISTORY

When Mister Mind (see *Mister Mind*) first journeyed to Earth-Two, he made a first start at creating a Monster Society of Evil using Oom, Mister Who, Nyoka, Ramulus, and the Dummy (see *Dummy*). This was only a prelude to the creation of the mightiest group of evildoers ever assembled.

Later, in the Earth-S universe, he gathered evil beings of many worlds, including the Goat-Man, who had been his first minion; Evil-Eye, a hypnotic monster; and the Crocodile-Men of the planetoid Punkus (notably the two he called Herkimer and Sylvester). He contacted the leaders of the Axis powers and promised to help them win World War II—after which he intended to govern through Hitler, Mussolini, and the Japanese warlords.

But he also gathered the greatest villains of Earth:

Captain Nazi, champion of the Third Reich (see *Captain Nazi*).

Dr. Theddeus Bodog Sivana, self-styled "Rightful Ruler of the Universe" (see *Sivana*).

IBAC the Cursed, originally a small-time crook with big ambitions—Stanley ("Stinky") Printwhistle. Prince Lucifer gave him, in return for his soul, the powers of evil from Ivan the Terrible, Cesare Borgia, Attila the Hun, and Caligula. When he said the words spelled out by their initials, IBAC, he was changed by green flame into a powerful being of pure evil. Each time Captain Marvel (see *Captain Marvel*) has defeated him, Printwhistle has vowed to reform, but somehow he wound up saying the word again, and, once changed to Ibac, became evil. As Stanley, he is now a street-cleaner. (Since he has not beaten Captain Marvel, he has not lost his soul to Lucifer.)

Nippo from Nagasaki (apparently a code-name—real name unknown) was a Japanese agent who used blackmail to force Japanese-Americans to assist him. A master of swordplay and the martial arts, he nonetheless was no match for Captain Marvel. Whether he survived the war is uncertain. He may have been in his native city when it was hit by the second atomic bomb strike.

Mister Banjo was a criminal, Dr. Flipots, who spied for the Axis and used a musical code to transmit American military secrets.

Jeepers, an intelligent bat-monster, the last of his cave-dwelling race.

Decades later, after the Marvels had come out of their suspendium sleep, Mister Mind formed what was to be the core of a new Monster Society, using IBAC, Sivana, Sivana Jr., and Georgia Sivana (see *Sivana Family*). The Marvel Family (see *Captain Marvel Jr.*, *Mary Marvel*, and *Marvel Family*) nipped it in the bud.

Finally, he assembled his greatest group of villains, again using Sivana and IBAC, also the following:

Mister Atom, the Atomic Robot (see *Mr. Atom*).

King Kull the Beastman, only survivor of an ancient race that enslaved the early humans. Eventually the humans revolted against their cruel masters and destroyed all but the Beastmen's king, Kull, who hid in an underground chamber where he lay in suspended animation for thousands of years. Awakened by an earthquake, he emerged to use the ancient scientific devices his race had invented to try to destroy humankind. He is immensely strong, and even gave Captain Marvel a good fight.

Oggar, the World's Mightiest Immortal, once a disciple of Shazam (see *Shazam*), who was briefly called Shazamo, with the "O" standing for Oggar. He attained godhood and immortality, then revolted against Shazam, who banished him and cursed him with cloven hooves instead of human feet. He has no power to harm women with his magic. He first battled Captain Marvel as head of the Cult of the Curse, taking as followers a group of madmen. Ironically, his curse on those who failed was insanity, so when each failed, his mind was restored to normal. The witch Circe, his ancient enemy, finally turned Oggar into a wild boar and he plunged over a cliff—supposedly to his death. In fact, he was still immortal, and when Mister Mind, as the Invincible Man, diverted much of the power of the universe, this broke the spell, returning Oggar to normal.

Black Adam was Teth-Adam of ancient Egypt. A seemingly good man, he was chosen by Shazam 5,000 years ago to possess the Shazam powers. He was called Khem-Adam from the Egyptian word for black—and for Egypt, from the black soil of the Nile. His powers came from six Egyptian gods: the Stamina of Shu, the Strength of Hershef (or Hersaphes), the Power of Amon, the Wisdom of Zehuti (or Thoth), the Speed of Anpu (or Anubis), and the Courage of Menthu (or Mont). But he turned evil and killed the Pharaoh, seizing the throne. Shazam banished him to the farthest star in the universe, from which it took him 5,000 years to return. The Marvel Family could not defeat him, but Uncle Marvel tricked him into saying "Shazam," which changed him back into Teth-Adam, who crumbled to dust. Later, however, Sivana used his reincarnation machine to restore Black Adam to life.

First Appearances: (IBAC and Mr. Banjo) CAPTAIN MARVEL ADVENTURES #8; (Nippo) CMA #9; (The Monster Society of Evil) CMA #22; (Oggar) CMA #61; (Black Adam) MARVEL FAMILY #1; (King Kull) CMA #125 *Art by Dave Gibbons*

PERSONAL DATA

Alter Ego: Scott Free
Occupation: Escape Artist
Marital Status: Married
Known Relatives: Barda (wife), Izaya (alias Highfather, father), Avia (mother, deceased)
Group Affiliation: The New Gods
Base of Operations: Supertown and America
First Appearance: MISTER MIRACLE #1
Height: 6' *Weight:* 185 lbs.
Eyes: Blue *Hair:* Black

HISTORY

Mister Miracle is the son of Izaya, who is now known as Highfather, ruler of the New Gods of the planet New Genesis, and his wife Avia, who was murdered by Steppenwolf of the planet Apokolips (see *Apokolips, Highfather, New Genesis, New Gods, Steppenwolf*). To seal the pact that led to a temporary end to the war between the two planets, Highfather gave Darkseid, ruler of Apokolips (see *Darkseid*), custody of his son, while Highfather took custody of Darkseid's son Orion (see *Orion*). Darkseid gave Izaya's son to Granny Goodness (see *Granny Goodness*), who named him Scott Free and raised him in her "orphanage," where she trained him to become an aero-trooper warrior.

Metron of New Genesis (see *Metron*) led Scott to Himon, the visionary scientist who opposed Darkseid's tyranny. Himon encouraged Scott to flee Apokolips, and one day, aided by his friend Big Barda, a fellow student at Granny Goodness's orphanage (see *Big Barda*), he did. Scott declared his determination to be an individual, not just a pawn of Darkseid's, and escaped to Earth through an interdimensional "boom tube" created for him by Himon and Metron. Scott's escape broke the pact, and Darkseid renewed his war with New Genesis.

On Earth Scott was befriended by the aged Thaddeus Brown, who was preparing to come out of retirement as the costumed master escape artist Mister Miracle. The gangster Steel Hand had Brown killed, and Scott avenged Brown's death by assuming the guise of Mister Miracle, bringing Steel Hand to justice. Helped by Brown's assistant Oberon, Scott began a career as the New Mister Miracle, using the advanced science of the New Gods to perform spectacular escapes.

Darkseid's minions tried repeatedly to kill Scott, but he finally won his right to freedom through trial by combat on Apokolips. He has since married Barda, who also escaped to Earth. They went to live in New Genesis's Supertown but still return to Earth at times.

POWERS & WEAPONS

Despite previous accounts, Mister Miracle has no known super-powers. He relies on his amazing technological devices, many of which he conceals in his costume, and above all on his sharp wits. Mister Miracle is a master escape artist, rivaled in skill only by The Batman (see *Batman II*). Mister Miracle is also an Olympic-level athlete and a superb hand-to-hand combatant.

Mister Miracle's principal device is his sentient computer called a Mother Box (see *Mother Box*), which he wears on his shoulder, and which can perform various feats. He can fly by standing atop his aero-discs. He also carries a small "multi-cube" instrument that performs various functions, such as firing a laser beam and ejecting a long steel cable.

Art by Jack Kirby & Dick Giordano

PERSONAL DATA

Full Name: Unknown
Occupation: Court Jester
Marital Status: Single
Known Relatives: None
Group Affiliation: None
Base of Operations: The Fifth-Dimensional Land of Zrfff
First Appearance: SUPERMAN #30
Height: 2'11" *Weight:* 36 lbs.
Eyes: Black *Hair:* White

HISTORY

Mr. Mxyztplk was a court jester in the palace of King Brpxz of the Land of Zrfff. As the king was not very bright or adept at magic, Mxyztplk pretty much ran the country himself, amusing the dim-witted monarch with simple feats of magic. But this became tiresome, and in search of new experiences, Mxyztplk delved into secret volumes written by a scholar of his race—books forbidden to a jester.

Here he found two magic words: "Qrdmlzf," which could send one from that dimension to Earth, and "Kiptzyxm," which could return one to Zrfff. (By a curious coincidence, the latter word is "Mxyztplk" spelled backward.)

Once here, Mxyztplk began playing magical pranks, which got the attention of Superman (see *Superman I*).

Egotistical as he was, Mxyztplk told the Man of Steel how he had come to Earth—without telling him the magic words. Superman asked what the second word, which would send him back, was. This sent the imp into peals of laughter. "You thought you could trick me," he chortled, "into . . . ha! ha! . . . saying the magic word, 'Kiptzyxm'!"

So it was that Superman learned the word, allowing him often to trick the imp into returning to his own dimension, from which he cannot emerge for the equivalent of 90 Earth days.

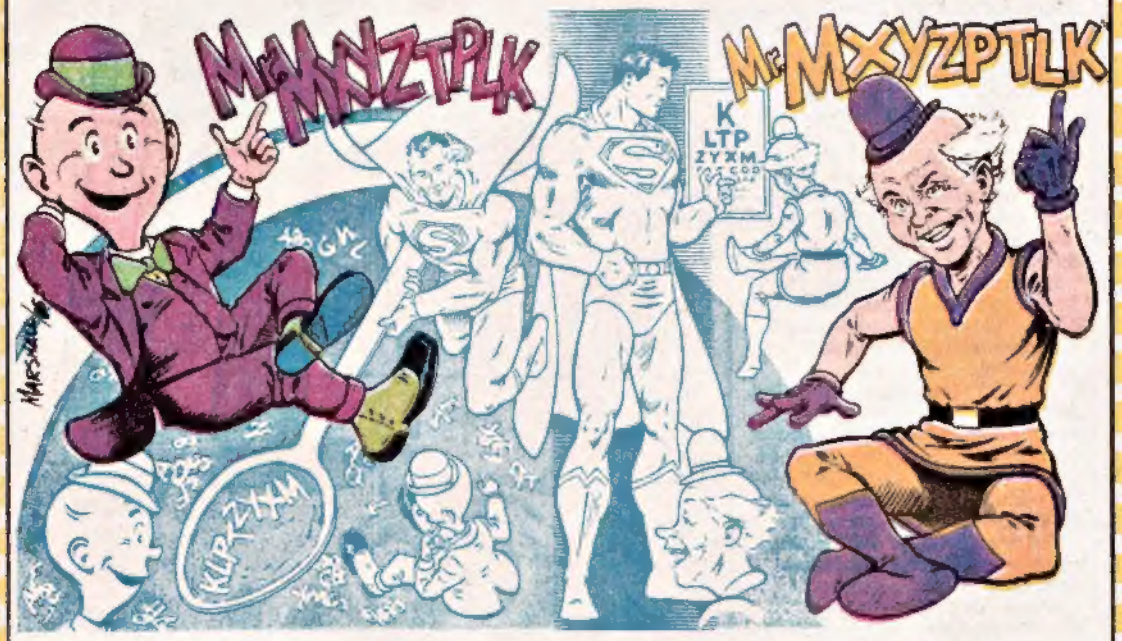
Once Lois Lane (see *Lois Lane*) thoughtlessly pronounced "Kiptzyxm" and was transported to Zrfff, where Superman followed and rescued her, with the help of a magic word he learned: "Zyxma," which made him immune to the imp's magic while in that world.

Mxyztplk has explained that his people speak a magical language that is translated into the listener's tongue as it reaches the hearing centers of the brain.

What brought Mxyztplk back so often was the chance to pit his zany antics against Superman. But he fancies himself a ladies' man and often falls for beautiful women.

POWERS & WEAPONS

Mxyztplk has fantastic magical powers that enable him to do almost anything his warped mind can conceive.



PERSONAL DATA

Full Name: Unknown
Occupation: Practical Joker
Marital Status: Married
Known Relatives: Fuzastl (father), Tindsa (mother), wife (name uncertain), Kytszbtn (son)
Group Affiliation: None
Base of Operations: Fifth-Dimensional Land of Zrfff (but not the same Zrfff as Mxyztplk)
First Appearance: SUPERMAN #131
Height: 3'9" *Weight:* 59 lbs.
Eyes: Blue *Hair:* Originally Red, now white

HISTORY

Although practical joking is considered a high art form in Zrfff, Mxyzptlk was always one to carry things too far, which got him in trouble with his parents as a boy, and with the authorities as a man (as when he turned the mayor's children into chickens).

Punished by his parents, the young Mxyzptlk flew through a space-warp to Earth to make mischief. This he did in Smallville, trying to get Superboy (see *Superman II*) in trouble—but failing. Finally, the imp's father sent a capsule to Superboy, telling him he could send Mxyzptlk back by tricking him into saying his name backward, which the Boy of Steel proceeded to do.

As Superman later explained it, "The sound produced by his own voice saying his name backward sets up vibrations which open the gates to his own dimension and push him back through for at least 90 days."

Anyone from this Zrfff must say his or her name backward to go back, as anyone from the Earth universe must say his or her name backward to return from Zrfff. On occasion, Mxyzptlk has had his name legally changed to foil Superman, but these tricks never worked.

Like Mxyztplk, Mxyzptlk returns because he loves to bedevil Superman, but he never means any serious evil and has even saved Superman because he wants him around as the butt of his jokes. When he returns to Zrfff, all his magical effects are undone.

At one time he was pursued by Miss Gsptlsnz, a Zrfffian imp who wanted to marry him, but whom he couldn't stand. Later, Miss Bgbznz made herself magically beautiful to get Mxyzptlk to marry her, then, after the ceremony, revealed her true homely appearance. This marriage was annulled. It is hence uncertain who Mxyzptlk finally married, but he does have a son.

POWERS & WEAPONS

Mxyzptlk also has an awesome array of magic that he uses to annoy Superman. No limits to these powers are known.

Art by Marshall Rogers

MR. TAWKY TAWNY

PERSONAL DATA

Full Name: Tawky Tawny
Occupation: Museum Guard, Clothing Model, Inventor, Detective, among others
Marital Status: Single
Known Relatives: Nameless Mother (deceased)
Group Affiliation: None
Base of Operations: Fawcett City
First Appearance: CAPTAIN MARVEL ADVENTURES #79
Height: 6'2" *Weight:* 240 lbs.
Eyes: Yellow *Hair:* Orange, black, and white

HISTORY

Born an ordinary tiger in India, Tawny was only a small cub when a hunter shot his mother. Thomas Todd, son of a missionary, adopted the cub and named him Mr. Tawny. As he grew older, however, people feared his savage nature would emerge and he would become a killer. When a man was killed by a tiger, Mr. Tawny was blamed. Tom leapt to his pet's back and they fled into the jungle to evade those who would have killed the big cat.

Here they met an old hermit who was a brilliant scientist. He had invented a serum to energize an animal's brain and alter its vocal cords, enabling it to speak. Tawny was a good subject to try it on, and he was soon able to think and speak like a human.

Now determined to clear his name, Tawny tracked down and killed the rogue tiger that had actually slain the man. When he spoke in his own defense, everyone was amazed.

Later, Tom's father was transferred, and the boy had to leave the tiger behind. Tawny went to live with the hermit. Now he found that the long-range effects of the serum were making greater changes in him. He could walk upright, like a human, using the full foot instead of only the toes like other tigers. His "hands" changed, too, enabling him to grasp things with his forepaws, like a human.

And now Tawny desired to see civilization, though the hermit advised against it. The tiger stowed away on a ship that took him to Fawcett City. The appearance of a tiger there caused panic. Captain Marvel (see *Captain Marvel*) caught him and put him in a zoo. He thought he had imagined that the big cat spoke. Tawny escaped and had no trouble getting food, as everyone fled from him and he took what he wanted. This went for clothes, too, as he now wanted to dress like men. The next time they met, Captain Marvel found him dressed and speaking clearly. The World's Mightiest Mortal got him a job as a museum guide.

When he moved into a house, Tawny came up against prejudice, as many people didn't like the idea of a tiger living in their neighborhood. However, some of the bigots accidentally started a fire that endangered people, and Tawny went to the rescue, earning his neighbors' respect.

Since he needed a first name, Tawny allowed Billy Batson to run a contest to find one. The winning name was Tawky, and he has used it ever since.

Though basically he remained a guide, Tawky also worked as a model for the Hubb Clothing Company. He tried his hand at inventing, though without great success. And he also did some detective work, demonstrating the skills of a feline Sherlock Holmes.

Tawky Tawny was one of those caught in suspendium for decades by the Sivana Family (see *Sivana, Sivana Family*) and eventually restored by Captain Marvel. He is one of the few people to whom Captain Marvel has revealed his identity, and he has actually met Shazam (see *Shazam*).

POWERS & WEAPONS

Mr. Tawny was not fully grown when he was given the serum; hence he grew to more human dimensions. (A full-grown male tiger can be 12 feet long, 5 feet high at the shoulder, and weigh 500 pounds.) However, he possesses strength greater than that of many men his size, combined with the claws and fangs of a tiger. As he has learned hand-to-hand combat, he is a truly formidable foe to anyone foolish enough to get into a fight with him.

Art by Kurt Schaffenberger